

DIPLOMACY WORLD

PLIGHT OF N.M.R.



DEAR GAMESMASTER,
I KNOW I MISSED MY LAST MOVE, BUT
PLEASE DON'T REPLACE ME WITH RON KELLY!

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SPRING 1976

DIPLOMACY WORLD

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Spring 1976

DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

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Diplomacy is a registered trademark for a game invented by Allan E. Calhamer and owned by Avalon Hill, 4517 Harford Road, Baltimore, Maryland 21236.

I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657, the current Vice-President/Treasurer.

FOREWORD

The most significant event in Diplomacy since the formation of the postal hobby has just occurred. Games Research has just sold Diplomacy to Avalon Hill. While it is uncertain now how this will effect the relationship DW and the Boardman Number Custodian have had with the game's owner, the effect on the hobby will be profound. Due to the size of Avalon Hill as compared to GRI, I have no doubt that the sale of Diplomacy sets will initially double or triple. The question is whether the hobby can handle this growth without degenerating into chaos. With the cooperation of Avalon Hill, I think we can, and if so, postal Diplomacy could give postal chess a real run for its money.

The above event brings to an end the formal relationship the hobby has had with John Moot, the president of GRI. We would like to dedicate this issue of DW to John in appreciation of all he has done for the postal hobby. He typifies the highest ideals of the American businessman.

Note the changes in the masthead this time. Due to the relative higher increase in international postal rates, we're forced to charge more to foreign subscribers. Postal increases will also effect our policy of free samples to novices. Instead of an individual mailing, the sample will be sent out bulk with the next quarterly mailing. Publishers are asked to publicize this and that a couple of stamps sent for the sample will still be appreciated. Of course if a novice subscribes to begin with, his first issue will be sent by return mail.

I would also like all publishers to take a look at the "zine wanted" list on p. 38. This is believed to be a complete list of all missing zines from all the zines published in the 13-yr. history of the postal hobby. For those interested, the Archives now comprises over 25 linear feet of filed and de-stapled original Dipzines. Since so many zines are coming in now, I ask that you specifically tell me on a separate sheet of paper what you want publicized about your zine, and we of course appreciate your continuing publicizing of DIPLOMACY WORLD. Only by working together can we give the average player the "big picture" of what's going on in the hobby.

Circulation continues to rise and I've started to include solicited samples in with paid circulation as this gives advertisers a better idea of how many interested readers get DW. It is interesting to note that last issue's subscribers were located in 41 states, 7 Canadian provinces, and 10 countries. Except for late news items, the deadline for contributions for next issue is April 30th. Artwork and strategy articles are especially needed.

Lastly, if a red "X" appears below, this is your last issue. We hope you'll resubscribe.

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STAFF

Editor	Walter W. Buchanan
Associate Editor	Carol Ann Buchanan
Art Director	Nina Pawlak
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Diplomacy Quiz Editor	Edi Birsan
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SPECULATING ON THE FUTURE BY OBSERVING THE PAST

by DOUG BEYERLEIN

Since 1971 there has been no significant growth of postal Diplomacy in the United States. From 1971 through the just concluded 1975 calendar year, approximately 140 games of postal Diplomacy have been started each year in the United States. Hobby expansion in the past four years (1972-1975) is primarily due to our British colleagues. However, even they have apparently peaked (in 1974), and have now reached a plateau at approximately 95 games per year. Thus, what minor growth the hobby has shown since 1973 has been due to postal Diplomacy expansion in Continental Europe, Australia, and Canada. The combined number of postal games started in these countries, even with their recent growth, only equals about 15 percent of the total number of game starts in 1975. The United States with 50% and the United Kingdom with 35% of the total game starts still dominate the hobby.

This information has been derived from the Boardman Number assignments for 1963 through 1975. Walt Buchanan collected much of the background data and I sorted out the games by nationality. This information is a spin-off of data that I, as Boardman Number Custodian, am compiling on games both finished and in progress.

As shown in the accompanying figure and summarized in the following table, there have been three major postal Diplomacy growth periods in the United States. The first, from the hobby's inception in 1963 to 1966, was the influx of science fiction fans and members of amateur publishing associations (apas, as they are called). Following the sf fans came the Avalon Hill wargamers from 1966 to 1968. This was the second growth period for the hobby. The third, most recent and possibly last major expansion in the U.S. portion of the hobby, arrived in 1971 with the introduction of the GRI flyer in the Diplomacy sets. The hobby in the U.S. then mushroomed to its present level and has shown only minor fluctuations ever since.

The British or U.K. side of the hobby has had a continuous growth, starting in 1969 and peaking in 1974. This has probably been due to the early introduction of the Philmar flyer (Philmar markets Diplomacy in the U.K.) in the game sets and establishment of the National Games Club. Thus there was not sufficient time for discrete minor peaks and plateaus to arise in the growth of postal Diplomacy in the British Isles.

The growth of postal Diplomacy in countries other than the U.S., Canada, and the U.K. has

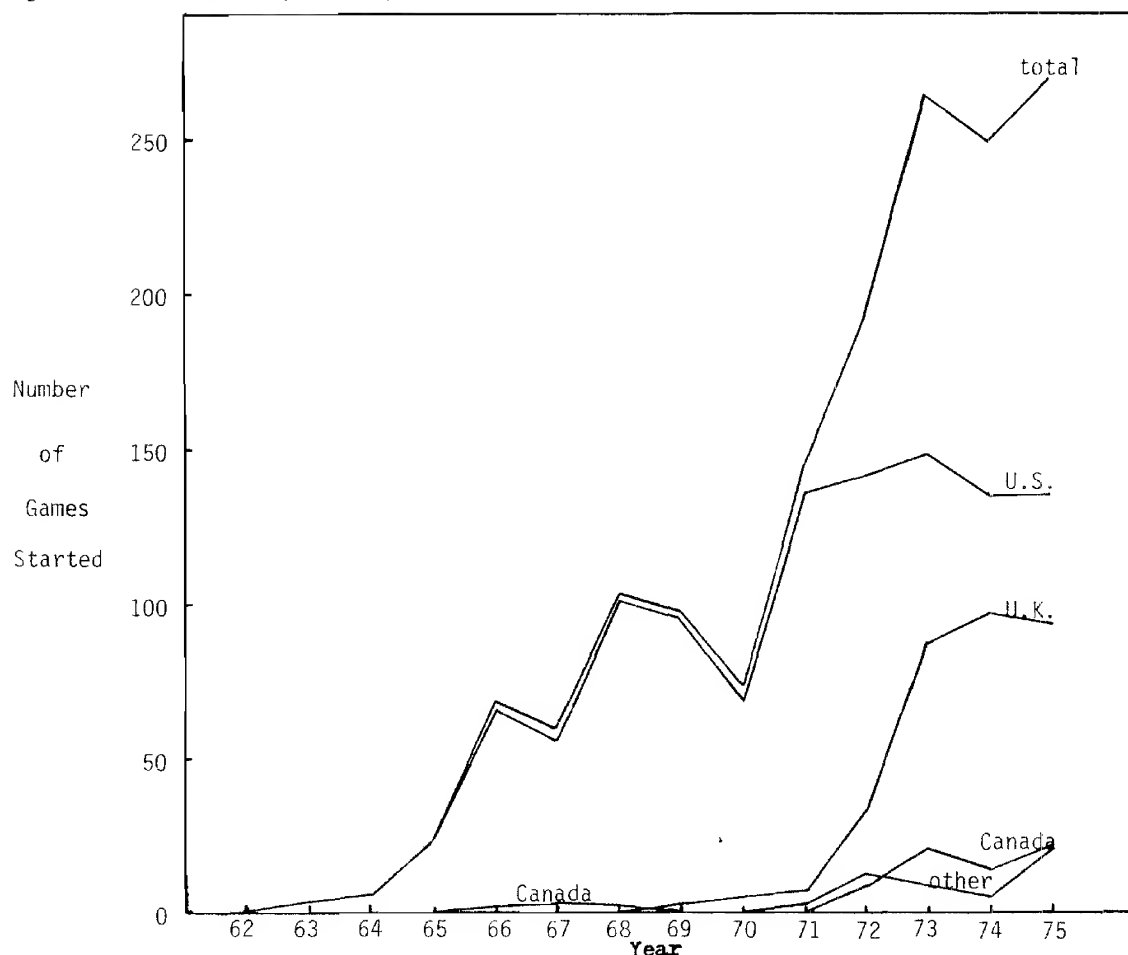
been heavily dependent on single individuals. This has been shown to be true in South Africa, Belgium, Australia, Italy, France, Switzerland, and Sweden--countries in which postal Diplomacy has only a toehold. With this heavy dependence on one individual in these countries, growth is a very chancy thing, more often failing than succeeding (e.g., Belgium and South Africa in the early 1970s). Not until there are four or five publishers in a country (as witnessed in the U.S., Canada and the U.K.) does that region's postal Diplomacy activity really begin to grow.

The future of postal Diplomacy is uncertain after studying the past. The United States, Canada and the U.K. have all entered a no-growth or limited-growth period. Probably the factors most likely to stimulate growth in the U.S. and Canada are the attraction of individuals from other interest groups and increased GRI advertising of Diplomacy. Science fiction fandom and wargaming have been pretty thoroughly milked for their interest. A raid on organized chess or other untouched gaming groups might hold some prospect of success. However, heavier advertising by GRI is more likely to stimulate long-run hobby growth. Potential growth factors in the U.K. are an unknown, but it is doubtful that they are much different from those in North America.

The most likely method by which the hobby will expand in the second half of this decade is from growth in Continental Europe. With the introduction of Walter Duc Haas's German language zine, Bumm, the country to watch is West Germany. If his players start other German language zines and attract new players, then we will most surely see postal Diplomacy boom there. In line for expansion after West Germany are probably France and Scandinavia. When and if GRI markets a translated Diplomacy in Continental Europe, the likelihood of real growth there will be greatly increased.

Past growth and the recent stabilization of the hobby in terms of the number of game starts has been the subject of this article. However, before closing, let's look at another possibility: decline or death of postal Diplomacy. It is very difficult to picture the hobby completely dying unless the U.S. and world postal systems disintegrated into total chaos. A continued rise of postage rates may cool the hobby's fervor, but otherwise the effect will be minimal. If GRI was to take a backwards step and remove

Figure. Game Starts by Country.



BOARDMAN NUMBERS ASSIGNED														
Country	Year													
	63	64	65	66	67	68	69	70	71	72	73	74	75	Total
United States	3	5	23	68	59	103	97	73	144	193	263	249	269	1111
Canada				2	3	2	0	0	0	8	20	13	21	69
United Kingdom							2	5	7	32	87	97	93	323
Belgium									1	10	2	1	0	14
South Africa									1	0	6	1	0	8
Australia										1	0	0	6	7
Italy										1	0	0	0	1
France											2	2		4
Switzerland												10		10
Sweden												2		2
Total	3	5	23	68	59	103	97	73	144	193	263	249	269	1549
Last Boardman														
Number Assigned	C	E	W	BP	BG	CY	CS	BU	EN	GK	JC	IO	JI	

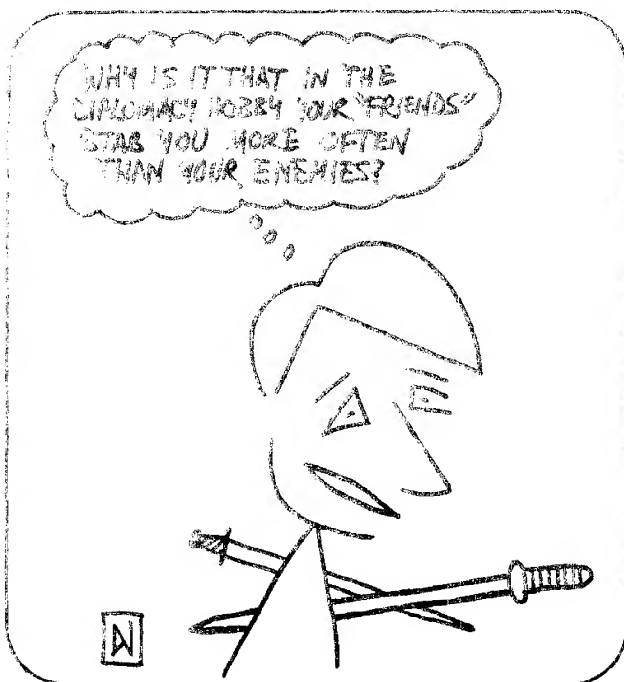
the postal Diplomacy flyer from the game boxes, a major portion of the new blood entering the hobby would dry up. This would probably decrease the North American section of the hobby back to its pre-1971 size. Another factor which can cause a decline is the conversion of Diplo-

macy players to other games. Currently the game of Dungeons and Dragons is catching the fancy of much of the hobby. However, its gain postally is rather limited by the need of almost constant interaction between the players and the moderator. Another multi-player game, Kingmaker from

England, is newer than D&D and by all indications may give postal Diplomacy a run for its money. At the moment, it is still unknown to a great majority of the hobby and its future influence cannot be gauged.

Other factors for decline are the problems of feuds and orphan games. Feuds may be great fun for the participants and spectator friends, but splitting the hobby into armed camps only serves to alienate new players--people who only want to participate in well-run games, not in a battle of personalities. The problem of games-masters orphaning games also quickly turns off new players eager to play in a postal Diplomacy game. Without the quick placement of orphaned games into new sines, many players, both new and old, become disillusioned with playing Diplomacy postally and silently leave the hobby. If this is allowed to happen, the outflow of players from the hobby will exceed the inflow of new blood and the hobby's sine will decline proportionally.

Postal Diplomacy will most likely not die. Nor will it necessarily grow far past its current plateau of activity. The American portion of the hobby has been in a zero-growth period since the early '70s. On the other side of the Atlantic, Great Britain has now also reached an equilibrium. Future growth, if it is to come, will be from Continental Europe. Large scale growth, as experienced in the past by the U.S. and the U.K., will only occur in the future from forces outside the hobby's control. But if we are observant, we can make good use of our knowledge of the hobby's past to make better use of our hobby's future.



WHAT'S DIPLOMACY COMING TO?

by GARY BEHNEN

Before you read this article, I'd like you to figure out a puzzle. The situation is this:

1. You are the Russian player and your southern campaign is stagnated.
2. The Germans and English have been co-operating up to this point, but the English player has just resigned and there will be a new player.
3. Both Germany and England have made slow progress in France.
4. The upcoming season is Spring 1903 and the units are distributed as follows:

Russia	England	Germany
A St. Petersburg	F Norway	F Kiel
F Gulf of Bothnia	A Finland	F Sweden

OK, now that you are familiar with the situation, make a choice from one of the seven below. Be as truthful as a Diplomacy player can be and before proceeding, be sure you know what your diplomatic course of action will be.

1. Approach Germany with an alliance against England, while at the same time promising support to England, even though you plan to attack him.
2. Approach Germany for an alliance against England, but don't correspond with England, or if you do, don't promise something you can't keep.
3. Approach England with an alliance against Germany, while at the same time promising support to Germany, even though you plan to attack him.
4. Approach England with an alliance against Germany, but don't correspond with Germany, or if you do, don't promise something you can't keep.
5. Send both countries non-committal letters making sure you don't promise something you can't keep.
6. Send both countries letters attempting to ally with one. Don't hesitate to promise or propose things to them both, even if you don't plan to keep your promises.
7. Become sick because you think the world is against you and decide not to waste 13¢ on a letter.

Now, after you have chosen a diplomatic course, mentally plan some moves for your units on the basis that the alliance you were working for came true, i.e., if you chose #1, Germany is allied with you. If you chose #5 or #6, then write moves on the basis that you attained the alliance you desired the most. Now that you are done with that, read on and find out which cate-

gory I would place you in.

If you chose #1 and your moves were for the downfall of England, than you are probably a "diplomat."

If you chose #2, there is a good chance you are a "pure of heart."

If you chose #3 and your moves were for the downfall of Germany, then you are probably a "diplomat."

If you chose #4, there is a good chance you are a "pure of heart."

If you chose #5 and your moves didn't attack the ally you picked, there is a VERY good chance you are a "pure of heart."

If you chose #6 and your moves didn't attack the ally you picked, there is a VERY good chance you are a "winner."

If you chose #7, you are suffering from paranoid delusion and you need a doctor.

Now, read the rest of the article. Please remember this though, this is a crude example and there is room for error. However, this does give you a general idea of where you stand.

When I started my Diplomacy career, I was one of your "kick the stuffing out of your neighbor" type players. Needless to say, those gimmicks weren't tolerated in my first PBM game and consequently I was isolated, quickly. Because of this experience, I was prompted to categorize players as I met them.

The first category I call the "pure of hearts." These guys wouldn't break an alliance or make a promise that they couldn't keep.

The second category I call the "diplomats." This group won't hesitate to tell an untruth or break an alliance if they will benefit in any way from the action.

The third category is a mixture of the first two. These players will tell an untruth when it will benefit him more than hurt him. They will also break an alliance when, in the long run, they will come out ahead. They do not terminate an alliance for a mere 1 or 2 centers. Under this category you can place most players that do well in the hobby, consequently I call them the "winners."

From what I have been able to ascertain, there are an alarming number of these "pure of hearts." They won't break an alliance, tell a lie, or even move their units because their alliance doesn't call for it. Sometimes one of them may break down and tell an untruth and they can't live with themselves until they make it up to that person. The first page of the rulebook clearly states that you are permitted to spread rumors, make and break alliances, etc. What these "pure of heart" types are doing is disrupting the natural flow of the game by adhering to impractical ethics in the game of Diplomacy.

If you are caught lying to a "pure of heart," you can't determine what his reaction may be. Usually, he attacks you because you are not good. This is where you must really watch

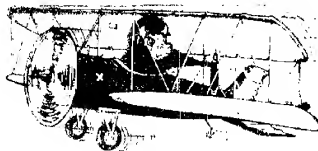
out for the guy. They sometimes see sinister moves and they attack and YOU were as pure as a new snow.

On the other hand, there seem to be a diminishing number of "diplomats." This is a shame because these players advocate the game the way it should be played, mercilessly. If you were involved with a game in which these type players dominated, you saw a very exciting, fast-moving and fun game. These cut throats have brought fame to the game and have attracted most of the hobby population. A stab every once in awhile keeps the adrenalin pumping and the game doesn't stagnate, which is a dreaded occurrence in a PBM game.

Unfortunately, we see fewer and fewer of these games. The "diplomats" are quickly approaching the endangered species and I myself feel they should be protected by the IDA and NGC before they become extinct. With the increasing number of "pure of hearts," the "diplomat" is usually non-existent past 1903. The "diplomats" will have to cut down on stabs and untruths if they want to survive in today's hobby. If they don't, the "pure of hearts" will exterminate them, because in their minds, this type doesn't belong in the hobby.

The third category, the "winners" are just that. They've adjusted to the new player. Actually, they are just a mutated species of the "diplomat" with a refined manner acceptable to the "pure of heart."

Don't get me wrong, I dislike players who stab for no good reason just as much as anyone else. There are those that advocate this new player is better and some say they don't exist. It really has disheartened me to see the immense number of "pure of hearts" entering the hobby. I hope this article will help some players realize that they DON'T have to stick strictly to their work, IF it doesn't benefit them. Let's see a few more down-to-earth Dippy nuts enter the hobby.



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We also publish a monthly newsletter called WARGAMER'S INFORMATION. This magazine (one printed offset, not mimeo or ditto) contains information about wargaming conventions, clubs, new game releases, game reviews, opponents wanted ads, and many other items of general interest to the wargamer. This vital source of information is only \$2 for 12 issues, or \$4 for 25 issues.

(Makers of: STARLORD, IMPERIALISM, and BATTLE OF CHICKAMAUGA.)

NORB AS I KNEW HIM

by ROD WALKER

Somewhere, maybe in New Jersey and maybe in Florida, Charles Norbert Reinsel is still running Diplomacy "games." If you even mention Diplomacy casually in a letter to him, he will immediately zap you into a game with six other people who didn't want to join it, either, send you an outrageous bill for it, and "drop" you if you refuse thus to be ripped off.

That's how it ended. It began in 1966, when Charlie began putting out his Dippy nine Big Brother (he liked his players to know from the beginning how he intended to run things). He hated "Charlie," by the way. If he likes you at the moment, you could call him "Norb." I called him "Charlie" in print, once, and he neither forgave nor forgot...he still refers to me as "Reddie."

Big Brother ran its games on 13-day deadlines (Norb could never understand that negotiation had to do with Diplomacy; players were not even allowed to change orders once they had sent them in). It was published in a charming semi-literate style with all the grace, wit and charm of grammar-school essays on "What I Did During Summer Vacation." Editorials seldom consisted of more than three sentences...or at least three strings of words with periods at the end. These remarkable statements were either variations on the theme "I am the greatest" or effusions on one of Norb's pet hates.

Charlie had as many hates as any Alabama necktie ever born. From the ridiculous to the stupid, they ranged from Diplomacy publishers who did not mail their stuff in an envelope to John Boardman's insertion of his then-radical politics into Graustark. (John has since decided to flip on his back for Richard Nixon, and that gets pounded at Graustark readers also; most of them probably recognize it for the put-on it is.)

I'm not sure how to rate Norb as a Diplomacy player. He won games, certainly. My one crush with him was playing Germany to his France. His opening letter to me read:

"Let's get England, OK? You get for & I get the rest. If you don't I'll take Munich & keep you out of Holland & destroy you, understand?"

His note to England was almost identical. We allied...I was dying to see how Norb could possibly keep me out of Holland. Other players tell me he negotiates that way with them, too.

People who read Charlie's letters are always shocked to learn that he taught school (math, to be precise); well, I know some English teachers who can't add. Anyway, he also once

ran for the Democratic nomination for Congress--with a platform somewhat to the right of Ronald Reagan. We heard a lot about that...at least, until after the primary. Norb also was in the Korean War, which may help to explain the less-than-satisfactory result.

Still, Charlie did contribute something to the hobby. He developed the first rating system. Big Brother set standards of reproduction and literacy which the hobby has studiously (and happily) sought to avoid ever since. Norb invented the feud (when I came into the hobby, the Reinsel-Boardman Feud was big news; I naturally said that I would never become involved in such silliness). His heroic determination to go to Brooklyn and "burn" John Boardman for his anti-war crimes is probably the outstanding example of unintended hilarity in the hobby.

Norb was Norb necessarily consistent. Some years ago he went to New York and visited John Boardman. They went out to dinner and Besh then showed under Norb's nose a statement supporting the so-called "TDA" and denouncing its lengthy list of critics. Faced with a practical choice between signing the statement and paying for his own dinner, Charlie made the only choice possible. "TDA" then published the statement as a "letter" from Reinsel. I denounced it as a forgery (which in point of literary style it obviously was), and it was quietly forgotten.

Then Norb came to San Diego. He showed him the "TDA"-published "letter." He immediately claimed that what was published wasn't what he had signed, that he had been pried with an over-sufficiency of alcohol before he had signed it, and that he hadn't meant it, anyway. He joined with Conrad von Metake in denouncing his denunciation. Later on he denounced Conrad. One hardly knows what to think.

For many years Reinsel remained in some backwater or other in Pennsylvania. Now he is more mobile. A couple of people who have been in his games more recently report that one's status as a player depends on one's willingness to let Norb mooch when he's in the neighborhood.

Well, Charlie does have his creative moments. Just pray he doesn't break a leg when he comes to your place for dinner.

ORIGINS II

WARGAMING/MINIATURES
NATIONAL CONVENTION

DATE: JULY 23, 24, and 25, 1976

Johns Hopkins Univ., Baltimore, Maryland

THE GOOD ALLY

by LEN LAKOFKA

Walt Buchanan has told me that many people, mainly newcomers, are asking that "how to" articles be printed in DIPLOMACY WORLD. This is, of course, understandable since newcomers are the soul of the hobby and esoteric articles in a major publication like DIPLOMACY WORLD will turn them off, initially. As time passes, they might go back and reread those articles that make no sense now and get a great deal out of them.

This brings to mind some of the attitudes taken by new players when they embark upon their Diplomacy career. New players today are exposed to much more real and potential material than players have been in the past. The IDA Handbooks are one good example of this material; the many articles available in such quality publications as DIPLOMACY WORLD, Impassable, The Pocket Armenian, etc. are another. With this wealth of material available, it is bound to influence player styles. It has.

Today a new playing style is beginning to emerge. It is the "good ally" style. Basically it says, "I will never tell a lie." Thus, if you plan to attack, you announce it. If you plan to be an ally, you become one. Note that this philosophy is not the "holy alliance," or the "cartel alliance," and thus you may attack--but you must announce it.

The fact that the "holy alliance" (sort of death-do-us-part) or the "good ally" alliance has little or nothing to do with the simulation or the real world does not seem to prevent these two styles from being in vogue.

Diplomacy is a WAR simulation on the Diplomatic and on the gross tactical levels. Since economics and political philosophy do not enter the simulation, any country may ally with any other country. Diplomatically, then, you attempt to create an atmosphere in which you can accomplish three goals: (1) survive, (2) draw, and (3) win. Note that winning is not the first goal. If you play to win (without securing your position first) and then something does go wrong with your first alliance lattice, you may have doomed yourself.

At the beginning you wish to grow by usually taking your neutrals first and then attacking a neighbor(s). Attacking in 1901 is only feasible when you have a complete knowledge of the overall diplomatic and tactical picture (i.e., the strategic overview). Countries that plan attacks in 1901 often do not live to see 1905 if they do so alone or if they forget that 2 countries in alliance can not defeat 5. Thus you

move slowly at first. You establish relations with everyone in your sector and at least introduce yourself to everyone else. Perhaps you may ask what a sector is and even what neutral(s) you are entitled to. Let me digress--you say that is all I ever do?--and explain those terms.

1. The Belgian Sector of the board is composed of England, France and Germany. England will normally take Nwy and has an interest in Bel. France will normally take Por and Spa and has an interest in Bel. Germany will normally take Hol and Den and has an interest in Bel. This interest is the key to the Sector's name. Everyone wants Belgium. For France or Germany to take it in 1901 could call attention to their 6 centers and thus they just might wish to avoid a 1901 grab. England would like it in 1901 but a 5-center England is stronger than a 5-center Germany or France. Thus we have a dilemma both diplomatic and tactical in the Belgian Sector.

2. The Balkan Sector of the board is composed of Austria, Russia and Turkey. Turkey normally gains Bulgaria, Austria takes Serbia and Greece and Russia gains Rumania. While everyone gets something, there is still an imbalance. Russia, Turkey and Austria can not conveniently go their separate ways without crossing over each other. Thus two usually ally against the third in the Balkan Sector.

3. The Iberian Sector is composed of Italy and France and possibly England. Italy gets Tunis and France Iberia. If the area is peaceful, both countries can have a chance to grow. If the area is violent, the balance of power can shift in the opposite direction. This is because Italy is the balance of power nation between the Balkan and Belgian sectors. These two major sectors always activate (i.e., have a war in them). Thus, if Italy causes a 2-on-2 situation to occur in the Iberian Sector/Belgian Sector, two countries in the Balkan Sector could profit.

4. The Ionian sector is composed of Italy, Austria and Turkey. The prize is usually Greece

SUPERNOVA! is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONICLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard card number and expiration date.)

but Turkey itself can be the target if this sector activates. Italy gets Tunis and Austria gets Greece. Again note that if Italy goes into the Ionian, then the Belgian Sector could profit. If in the Ionian or Iberian Sectors Italy causes a 3-on-1 situation to be created (the target being France in the west, Turkey in the east (not Austria)), then Italy could go with the majority and gain. (Why not Austria? It is too easy for Russia and Turkey to stay allied and just keep going, right over Italy. The tactical situation heavily favors that alliance.

5. The Tyrolian Sector is composed of all the countries that border on the neutrals Tyr, Boh, Sil, i.e., Russia, Germany, Austria and Italy. This sector, if activated early, is almost always at the expense of some center(s) in the classic Belgian/Balkan Sectors and is thus often ill-advised. When a country bypasses his basic neutrals, he is toying with instant death! NEVER give up your classic neutrals without a fight. Rarely bypass one classic neutral in 1901 for activation of the Tyrolian Sector--although it is possible and can pay dividends if you know the entire board and have formed good

alliances.

6. The Scandinavian Sector is composed of Germany, England and Russia. Germany gets Den, Russia Swe, and England Nwy. Everyone gets one and everyone CAN go their separate ways for a few game years. The problem is to disentangle the pieces in Nwy, Swe and Den. Everyone is afraid to move out and everyone hates to waste a piece guarding the place. Another interesting tactical/diplomatic problem.

Taking all this information, let's again look at the "good ally," remembering that we are playing a war simulation. When a player negotiates his little heart out in 1901 without backing up the negotiations with sound 1901 tactical play, he has failed to accomplish the very goals of negotiation he has set for himself!

Let's say that Russia, for example, does nothing about Rumania, playing instead F StP(sc)-Bot, A War-Sil, A Mos-StP, F Sev H, while also saying he is allied with Austria versus Turkey. Tactically he has blundered by (1) not taking Rumania, (2) leaving his "ally" to forge off Turkey alone, and (3) allowing his "enemy" to gain the Black Sea and/or Armenia and perhaps even bounce him in Rumania in Fall 1901. Do you see the incongruity between the diplomatic and tactical portions of the 1901 play?? If not, then reread the sector analysis. If you still do not see it, then your days in Diplomacy could be numbered.

Now, let's go farther and say that you are a "good ally" player. You will tell Austria you are allied with him and tell Turkey that you will attack. How long do you think it will be before Turkey AND Austria attack you? Will Austria tell you of his attack? Likely he will not. If he is a good player, he will surely abandon you as an ally because of tactical incompetence. Some "good ally" players become piqued when someone actually attacks them without warning. What has upset them is their own error, but they do not see it that way. Diplomacy is irrevocably connected with tactics. The simulation is DESIGNED that way. If you screw up the tactics, all the Diplomacy in the world will not save you. If you then compound the problem by being upset with your "ally" who attacked you, you are not aware of the way the game is PLAYED.

I have emphasized the word play twice now because Diplomacy IS ONLY A GAME. It is a game for people who enjoy thinking. It is a game for people with golden tongues who also know how to command armies. One asset alone will not be good enough. When you are stabbed, you must ask, "Was it a good stab, did I have it coming?" If the answer is "yes," then fight to the death and chalk it up to experience. Do not say, "I'll never ally with you again in this or any other game." First, this game is not over, and second, vendettas profit no one. A vendetta player will not last long nationally because he gets the re-





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putation for playing the players and not the game. That reputation is far more onerous than one of sTabing WHEN IT IS CORRECT AND NECESSARY.

If the answer to the sTab question is "no," then you have been sTabbed by someone who does not know how to play well and allying with him again should be considered for a long period of time. My point is that the "good ally" concept is all wet from the point of view of the way the game is designed. The game is designed for sTabs. The rules clearly imply that a sTab is possible--you can SAY anything but then DO whatever you want. To throw that ability away is folly!

When is a sTab a good sTab? A sTab should do one or all of the following: (1) increase your holdings, (2) insure a draw or win, (3) cripple the country being stabbed. If a sTab does not give the prospect of LONG-TERM GAIN, then it is almost always a bad sTab. If you only wound an opponent, you have not accomplished anything.

A "good ally" can not sTab because he can not tell a lie. Do you usually go into a fight with one hand tied behind your back? We top players, Birsan, the Beyerleins, Buchanan (yes, Buchanan) ((Lenard! WB)), Power, Eller, Pitsch, Vagts, Rocamora, et. al. will ALL sTab to draw or win. Does this mean that others will not ally with them? It does NOT. Quality begets quality. To prevent yourself from being sTabbed you must always keep your guard up--never let it down. If your back door is open, someone will walk in. Don't blame him for it, it is YOUR poor play.

Now be sure that this does not mean that you should become an outright liar. That does not work either. You tell the truth to the best of your ability, being candid and evasive as need demands. One of the most valued tools in a good player's arsenal can be evasion. Imply as much as you can without saying anything. Henry Kissinger does it all the time (too much, me thinks, but that is another story). If you must lie to accomplish something, then be sure the result of that lie will be almost certain death to the player you are lying to.

There is NOTHING immoral or even dishonest about lying in a GAME DESIGNED FOR LYING! Some of your best plays result from stringing a player out and then leaving him/her there to hang all by himself. That is how the game is played. A "good ally" is too worried about being lily white (and I don't mean that ethically) and is missing out on hours of good play. When I get sTabbed, I scream and yell for awhile, especially when it is a "bad" sTab. But if it is a good one, I can enjoy and applaud the expertise that got me out on the limb to be sTabbed. THAT is what the GAME Diplomacy is all about. You are PLAYING to win, not to be a good guy. Good Guys only win in cross-game alliances and I find that to be reprehensible.

YOU ONLY DUD TWICE

by ROD WALKER

Chapter IV: Dr. Dud. Rodlie Dudright did a double-take. Was this truly the very same Dr. Dud whose boyish face once adorned (if that is the word) "Wanted" posters from Nuremburg to Argentina? Despite the passage of years, however, he could be identified by the tattoo on his left arm: Johann Beshdud's Social Security Number and the address of the National Dog Registry.

"Herr Doktor Johann Bohr Dud," said the secret agent. "I am honored, to use the term loosely."

Dr. Dud leered toothlessly (his inability to bite was internationally famous). "I am so sorry the Master is not here to greet you personally. It's almost Purim, you know, and he is busy seeing that the dime stores are well stocked with exploding candles and that sort of thing. You understand."

O-O-Dud considered his chances for escape. The fact that he was alone with Dr. Dud mitigated for; the fact that Dr. Dud had a Mark VI Palestinian Liberation Organization-issue blunderbuss mitigated against; the fact that there was no firing pin mitigated for. He decided on a clever ruse. "Elliot Ness!" he cried, "Just in time!"

Dr. Dud whirled and discharged the blunderbuss by flicking his Bic on the fuse. In the resultant smoke, noise, and confusion, Rodlie Dudright simply walked out of the secret underground laboratory. He saw several available exits, all of them apparently the underside of damp rocks. Taking one at random, he found himself in an enchanted forest on the other side of town.

It was just one of those days. There was a lake nearby just swarming with swans wearing bus-tus and ballet slippers. On the shore was a barbeque pit where Katschei the Deathless was roasting one of the swans. A hunting party led by Prince Charming galloped through the glen, hot on the trail of a rather oversize toad which was screaming, "Kiss me, kiss me!" at the top of its air-sac.

O-O-Dud stumbled over a sleeping dragon and was challenged to a duel. Wounded in the pinkie it fled in abject terror (well, what do you expect of a dragon named Gustard?). A drop of its blood fell on Rodlie's ear, which meant he could now listen to the birds and the bees discuss the usual round of no-noes. A raven swooped down and said, "You need to find Roberto Sacco."

"Where?" asked O-O-Dud.

"Where else? At the

Next: Chapter V, Casino Dudde.

RETREATS

Both in Diplomacy variants and in the regular game, retreats of dislodged units have caused problems for game masters and rule writers alike. GMs need a method of conducting retreats with a minimum of delay and GM interference, while variant designers (and, in the past, some regular game GMs) wish to devise more realistic or more playable retreat rules.

Most of the GM problems were solved by the publication of the 1971 revision of the rulebook. Previously, some GMs had annihilated units which did not receive retreat orders, while others retreated such units according to a system such as Just's "Right Hand Rule" or McCallum's "Napoleon's Retreat from Moscow Rule," or according to whatever looked best. A few GMs did not give players the opportunity to order retreats, or required prophetic retreats with orders for spring and fall moves. The former was unfair to the players, while the latter required a large amount of work to cover all the possible retreats that might occur. The new rulebook requires a GM to eliminate retreating units which do not receive valid retreat orders.

Just's and McCallum's Rules deserve explanation. Eric Just ruled that a unit which does not receive a valid retreat order is retreated

by LEW PULSIPHER

by the GM using the following criteria: (1) space nearest to the space from which the attacker moved to dislodge the unit and (2) right before left. Thus if a unit in English Channel is dislodged by a unit moving from North Sea, the first space considered for retreat is Belgium, then London, Picardy, Wales, etc. If Belgium is occupied or was the site of a standoff, then the unit retreats to London.

John McCallum's rule is much like Just's, except that criterion 1 is that the unit entered the space it is dislodged from. For example, if a player moves A Ven-Tri, and this unit is later dislodged from Trieste, spaces are considered in this order: Venice, Tyrolia, Adriatic, Vienna, Albania, Budapest, Serbia. Note that Adriatic is considered even though it is a sea space--it is not skipped.

Some GMs and many variant designers object to the "fast retreat home." The new rules have sanctioned this tactic of permitting a retreating unit to retreat "off the board," which was formerly possible only when no retreat space was open, or when no retreat orders were received and the GM treated such units as being in civil disorder. Why should a player be able to remove a retreating unit in this manner, allowing him to build a unit at one of his home centers which might be much more valuable to him because it is of a different type or closer to an important front? If a retreating unit can be removed, why not any other?

A number of solutions have been presented to eliminate the "fast retreat." Don Miller did not allow the usual build for a retreating unit which was eliminated until a full game year had passed. The "You Only Live Once" rule left a player permanently one unit short for each annihilated unit. Just's and McCallum's Rules both prevented retreats off the board; a "fast retreat" could be engineered only if no legal retreat space was open to a retreating unit. Sometimes a GM retreated a unit himself. None of these methods are permitted by the 1971 rules but they are used in Diplomacy variants.

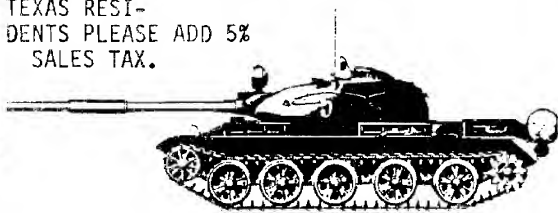
Variant designers have experimented with other retreat rules as well. For example, one rule permits disbandment of any unit in any season, whether it is dislodged or not. Another specifies creation of a new space when a retreating unit would normally be annihilated for lack of an available retreat space. This new space exists above and is connected to the space from which the unit was retreated. It is not connected to any other space.

While it is unlikely that the retreat rules for regular Diplomacy will ever be changed, variant designers continue to experiment with realistic and unorthodox retreat rules.

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BREAKING STALEMATE LINES

by ERIC VERHEIDEN

While a great deal has been written on the topic of creating and maintaining stalemate lines, relatively little has been published about breaking them, though of course this is of importance for those of us who find ourselves on the winning side once in a while.

Diplomatically, the most important thing is to sow dissension among the ranks. It has been said that when a group of Democrats wants to form a firing squad, the first thing they do is to form a circle. The same is often the case of a group of players trying to form a stalemate line. There is always someone dissatisfied with his position in the scheme of things, someone worried (perhaps justifiably so) about the vulnerability of his position, some budding Napoleon who simply cannot resist the temptation of all those lightly defended supply centers, someone who suddenly decides that now is the time to settle his grudge with player X over 1971DI. These people are asking to be exploited and you should not hesitate to oblige them. Promise them the moon (or, at any rate, a two-way draw) --but don't move your fleets too far away from the Ionian.

Now to be fair, it is not always that easy to break down the opposition. Smaller alliances make for more stable lines and if the alliance ever gets down to an alliances of one, well then, your work is cut out for you, isn't it now? The thing to do is find the weak link and then to work on that link. The less-experienced player is usually your best bet; he may not yet have acquired the necessary cynicism and incredulity which come only after having been shafted a few times. Better yet, he may still have some quaint ideas about loyalty and honoring agreements and may be amenable to "revenging" himself on an ex-enemy who had the audacity to attack him earlier in the game.

Tactically speaking, the task is simpler. Once the break comes, the first objective should be to make sure that Humpty Dumpty will never be put together again. Taking specific supply centers should, in the early stages, be a means to an end, not an end in itself. For instance, in a typical eastern stalemate running through Italy, the critical space is the Ionian; once it falls, the rest will usually follow. The corresponding space for a western stalemate through Iberia is the Mid-Atlantic. Consequently, if say you have a choice between dislodging a weak enemy army in Rome or crashing your way into the Ionian, in most cases you should choose the latter. This does not mean of course that you should follow up your move into the Ionian with a single fleet attack against a triply-supported Army Smyrna; the idea is to make solid growth

for the most part, so that yours will be the last conquest of those areas you do take, not merely one of a continuing series.

Once the line is broken for once and for all (and sometimes even before), the idea is to put the pressure on and keep it on. Casually waiting for your units to be in optimum position before moving is not the way to win Diplomacy games. Rather keep pushing and wait for something to break. Sometimes players become defeatist prematurely; be prepared to take full advantage of that NMR. An indifferent defense will often crumble in the face of a determined attack. Lack of coordination among your opponents can provide unexpected opportunities (I thought you were going to support it).

Finally, just keep in mind your objective; you are not after a gentleman's draw--sheer greed propels you into demanding and taking it all for yourself. Be prepared to act accordingly.



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YOUR OPPONENTS' PLANS

by MARK WEIDMARK

There is a 649,739 to 1 chance of getting a Royal Flush in straight poker. You have 1 chance in 582 at 9 consecutive wins with dice. And 99 out of 100 times Turkey will move A Con-Bul, and the one time he doesn't, he missed his moves. Yes, this article brings you the odds, the chances, the likelihood of what your opponent will do! What are the most common moves? As Russia, you are wondering whether England will move Liverpool to Yorkshire or Edinburgh--which move is most likely?

These are the questions (among others which you must be asking, like when am I going to get to the damn facts!), and I have the answers.

AUSTRIA:	A Vie-Tri, A Bud-Ser, F Tri-Alb	-24% chance
	A Vie-Eud, A Bud-Ser, F Tri-Alb	-24% chance
ENGLAND:	A Vie-Gal, A Bud-Ser, F Tri-Alb	-20% chance
	F Lon-Nth, F Edi-Nwg, A Liv-Yor	-36% chance
	F Lon-Nth, F Edi-Nwg, A Liv-Edi	-32% chance
FRANCE:	F Lon-Eng, F Edi-Nth, A Liv-Yor	-16% chance
	F Bre-Mid, A Par-Bur, A Mar S A Par-Bur	-26% chance
	F Bre-Mid, A Par-Bur, A Mar-Spa	-16% chance
GERMANY:	F Bre-Mid, A Par-Pic, A Mar-Spa	-12% chance
	F Kie-Den, A Ber-Kie, A Mun-Ruh	-36% chance
	F Kie-Hol, A Ber-Kie, A Mun-Bur	-20% chance
ITALY:	F Kie-Hol, A Ber-Kie, A Mun-Ruh	-20% chance
	F Nap-Ion, A Rom-Ven, A Ven-Tyr	-30% chance
	F Nap-Ion, A Rom-Ven, A Ven-Tri	-16% chance
RUSSIA:	F Nap-Ion, A Rom-Ven, A Ven-Pie	-12% chance
	A War-Gal, A Mos-Ukr, F Sev-Ela, F StP-Bot	-26% chance
	A War-Ukr, A Mos-Sev, F Sev-Ela, F StP-Bot	-8% chance
TURKEY:	A War-Cal, A Mos-Ukr, F Sev H, F StP-Bot	-8% chance
	A Con-Bul, A Smy-Arm, F Ank-Ela	-42% chance
	A Con-Bul, A Smy-Con, F Ank-Ela	-32% chance
	A Con-Bul, A Smy H, F Ank-Con	-12% chance



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No, Len Lakofka or Eric Verheiden couldn't tell you that there is only a mere 2% chance of Italy moving: A Ven H, A Rom-Tus, F Nap-Tyr. No, Edi Birsan couldn't tell you that the Lepanto Opening is used only 12% of the time, and out of the 12%, 4% of the time Italy attacks Austria or France as well! No, Richard Walkerdine couldn't tell you that 46% of Conrad von Metzke's press releases are copied from Sonny & Cher albums. No, none of this has ever been revealed before.

So, now I present, while other writers have told you what to do, in 10,000,001 words or more, the most common moves:

Some things are readily visible which otherwise would not have been so obvious before. I needn't point them all out; I believe you are fully capable of this simple task...if I did discuss them, I'd only be at fault for following those people I've criticized: talking endlessly on about the obvious.

The only thing lacking in the above display is that it doesn't give you the full picture. We all know Italy doesn't move F Nap-Ion all the time, so how often does he actually? A Bud-Ser isn't 100% sure. Although the second most common German move includes A Mun-Bur, the whole move is at 20%. A Mun-Bur alone has a 28% chance. The French A Mar S A Par-Bur has a full 30% chance.

One of the most startling things, which cannot be revealed in charts, but which I discovered in my research, was that whenever Munich moved to Burgundy, France never supported Paris in (in a total of 50 games, listed at the end). This would reveal that Germany almost almost lies to France when suggesting a pact, and agreeing to one. If Germany didn't have a pact

with France, and if France didn't have a pact with Germany, he'd probably use the support. Ah well, take what you will from these deadly little statistics--on with the rest of them!

AUSTRIA	Tri	Bud	Vie
Trieste		2	26
Budapest			28
Vienna			
Adriatic	4		
Albania	86		
Bohemia			6
Galicia		4	32
Rumania		4	
Serbia		90	
Tyrolia			6
Venice	10		
Holds			2
ENGLAND	Lon	Edi	Liv
Edinburgh			34
English Channel	28		
North Sea	72	26	
Norwegian Sea		74	
Wales			10
York			52
Hold			6
FRANCE	Ere	Par	Mar
Burgundy		60	6
Gascony		12	
Mid-Atlantic	72		
Picardy	4	22	
Spain			52
Supports			30
Holds	2	6	6
English Channel	22		
Piedmont			6
TURKEY	Con	Smy	Ank
Ankara		8	
Armenia		44	
Constantinople		36	20
Black Sea			76
Bulgaria	100		
Holds		12	4

The following charts reveal the total chance of a move. Line them up as you would a road map mileage chart to reveal the percentage chance of such a move occurring in Spring 1901.

GERMANY	Mun	Ber	Kie
Munich		2	
Burgundy	28		
Denmark			58
Holland			42
Kiel		94	
Ruhr	66		
Silesia	2	2	
Tyrolia	2		
Supports	2		
Holds		2	

ITALY	Ven	Rom	Nap
Apulia	2	14	
Ionian Sea			86
Naples		2	
Piedmont	24		
Trieste	22		
Tuscany		12	
Tyrrhennian			14
Tyrolia	40		
Venice		64	
Holds	12	8	

RUSSIA	StP	Mos	War	Sev
Armenia				2
Black Sea				48
Gulf of Bothnia	96			
Finland	4			
Galicia			56	
Livonia			6	
Rumania				36
Sevastopol		24		
Silesia			10	
St. Petersburg		26		
Ukraine		42	22	
Warsaw		6		
Holds		2	4	14

I will allow you to decipher these facts in your own way. Although these odds are accurate, this is not poker or dice. In Diplomacy we have a special method of influencing the odds...it's available in poker and dice, but not as easily used. That method: CHEATING!

Don't cheat by breaking the rules, but you have the influence to change the odds by correspondence...you can see that Germany does it when he wants into Burgundy...Italy does when he wants into Trieste.

These odds are meant simply for interest's sake or to be used when circumstances warrant. (Like you're playing in a game GMed by Charles Feinsel and you have absolutely no time for negotiation because the deadline was yesterday;

this happened to me and I'm at 7 units in 1907. Or a neighbor insists on remaining neutral--what will he do?)

Finally, I have one last statistic which I am sure will save many a player from destruction: Conrad von Metzke will stab you 96.3% of the time.

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VARIANT INFORMATION

by LEW PULSIPHER

The only news item I have this time concerns the World Variant Bank. Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland, is director of the European branch, and Dave Kadlecke, Box 802, U. of Santa Clara, Santa Clara, CA 95053, is director of the North American branch.

Walter informs me that a decision has been made about the primary purpose of the Variant Bank and he requests cooperation from all people interested in variants. The WVB will be an archive/historical depository for "all" variants, so that none will be completely lost over the years, even though they are pushed aside by newer designs. Variants not readily available elsewhere will be available in xerox form from the WVB. Walter asks that each variant publisher send at least one clear xeroxable copy of each variant he publishes--and preferably two or three--to one or both branches of the WVB. At the same time he would like permission to xerox copies, either flat out or conditional (say, "may not be xeroxed until January 1, 1977" or "may not be xeroxed for distribution in North America," so that remaining stocks of the printed version can be sold first). Even if you don't want the variant xeroxed, the WVB would still like to have it for the archives.

Walter hopes that this process will become automatic and hobby-wide, just as the process of asking for a Boardman Number is automatic. It is extremely difficult to keep track of all variants, and to write to publishers to obtain copies and reprint permission, and Walter does not think Dave and he can manage to write each person each time. I've had the same problem with the Variant Description column; while some people (for example, John Leeder) are very cooperative, others won't bother to reply even when sent money for some variant. It is in the interest of the designer to see that his variant is in the WVB, if only to gain greater and longer lasting exposure of his work.

A great many variants are available from individual publishers, each having copies of one or two games. There are several sources which can supply many variants, however. The most convenient and physically most presentable of these are the Variant Packages, which are printed photo-offset and mailed in a heavy envelope. They also include introductory material and separate rules for simple variants, as well as the usual rules and maps for more extensive variants. At present there are two, though I suppose the first may not be available much longer:

MGA Variant Package, \$1.75 from Paul Wood, 24613 Harmon Court, St. Clair Shores, MI 48080.

Science Fiction and Fantasy Variant Package, \$2.25 from Lewis Pulsipher, Box 1021, Graduate Center, Durham, NC 27706.

Another major source for variants are the variant banks. Most variants available from these sources are photocopies of mimeoed or dittoed versions. The addresses for the World Variant Bank branches are above. I do not know whether an availability list for the North American branch is in print or not. There is also a variant bank of sorts in Great Britain, run by Will Haven. In keeping with what appears to be DW policy, and is certainly my policy, I will not mention this bank again, at least not favorably because variants are photocopied and distributed for a price greater than costs without any attempt on the part of the bank director to obtain copying permission from the designers. This is wrong morally, and probably traditionally within the hobby if that matters, even if it is not illegal. A designer can have perfectly good reasons for not wishing one or another of his variants to be distributed, and he should not have to chase down people in order to make sure his wishes are followed. For an example of how problems can arise from reprinting without permission, see my column in DW I, 5, p. 21.

Several zines often print variants:

Urf Durfal, 8/\$2 from Greg Costikyan, 1675 York Ave., NY, NY 10028, prints variants in almost every issue, though physical and sometimes game quality is often indifferent.

The Pocket Armenian, 8/\$2 (9/\$2 IDA) from Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432, often prints variants, sometimes jokes rather than serious games.

Many other zines print variants on occasion, and these are described, when I can obtain them, in the Variant Description section.

Finally, I have many variants by many designers, which were originally printed in Blood and Iron. Among these are HYBORIAN AGE I, 1776, ANGLO-SAXOMACY, SER OPT I, INTERSTELLAR DIPLOMACY III, and others. Figure 20¢ each (third class mail) and let me know what your interests are. Address above.

There is still time to enter the International Variant Design Competition. See the preceding issue for details. Dick Vedder has offered to help judge, and in cases where I am not sure, he will be available to break ties.

By the way, Dick needs standbys for DOWNFALL..., JIHAD II, and DIADOCHI IV in his zine Quo Vadis. Write % Department of History, University of Arizona, Tucson, AZ 85721.

((The three paragraphs following were submitted by Robert Sacks.))

The DVC is in the process of creating an insurance program for certifiably playable variants as part of the Variant Orphan Rescue Service headed by Raymond Heuer (102-42 Jamaica Ave., Richmond Hill, NY 11418). Contact Ray if:

1. You know of a variant orphan,
2. You are willing to be a substitute player, gamesmaster, or publisher for a variant orphan (please specify any restrictions),
3. You could serve as British/European head of the Variant Orphan Rescue Service,
4. You would be able to examine variants to determine playability and appropriate premiums and insurance.

Persons interested in serving on the Committee to Recategorize the Miller Numbers should apply to Hartley Patterson (Finches, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, UK); persons interested in serving as Executive Officer of

that Committee should contact Robert Sacks (4861 Broadway, New York, NY 10034).

The DVC is now electing the Awards Panel for 1975. Nominations for awards in the categories listed below (with appropriate documentation, please) should be sent to Robert Sacks pending the appointment of a Secretary to the Panel. The categories are:

1. Outstanding Publication (exclusively or in major part) for Variants,
2. Outstanding Variant Gamesmaster,
3. Outstanding Variant Design,
4. Outstanding Article on Variants,
5. General Contribution to Variants.

VARIANT DESCRIPTION

Rod Zaccalini, 23 Toluca Estates, North Hollywood, CA 91602, has reprinted my GLOEAL VARIANT in The Diplomacy Baron #1 (25¢). This is a good xerox of the map from DW, with rules re-typed. I've noticed that I made an error in the rules. A fleet may not occupy Hudson, but one may occupy Yukon along the south. Rod also made a xerox blow-up of the map, on six letter-size sheets, and was selling these for 75¢. The one I received was hand-traced in blue, and on one sheet of paper, though I'm not sure if they're all in this format.

John Leeder, 208 Haysboro Cres. SW, Calgary, Alb., Canada T2V 3G3, has issued a second edition of GESTA DANORUM I, FLINTLOCK II, and the BAWTINHIMER EIGHT-PLAYER VARIANT, described earlier. Another variant from John is the RUIN-STONED VARIANT. This is a revival of a joke originally printed in a fake issue of Runestone. The board is a 5X5 square grid, with each square a center occupied by an army, one per player.

Another variant from John, designed by Mike Dominskyj, is FINANCIAL DIPLOMACY. This is primarily a bourse, but there are some rules governing costs of units and income from centers. The value of the currency a player gains from a center depends on its value in the bourse-market (bourse-players separate from Diplomacy-players).

The second edition of the COLONIA variant is available for 25¢ from Ben Grossman, 29 E. 9th St., NY, NY 10003. This is the game with the huge map and something like 150 centers.

GRAND TOURNAMENT DIPLOMACY by Drew McGee was printed in the first issue of Rebus Sic Stantibus, available for 25¢, I think, 65 Winter Ave., Staten Island, NY 10301 (you might add, "In care of New England Society of Cynics"). This is a standard-board game using standard rules except for those rules governing who plays which countries and who orders what units. In some respects it resembles SLOBOVIA in that it is, apparently, difficult to bring the game to a conclusion because no one person can maintain command of a really large number of units; but it is in a more serious vein than SLOB.

Twenty-two players (one per unit) are required at start, and more can be added as play goes on and as others drop out. There are three types of countries, kingdom, grandduchy, and principality. In a country which can build (not all can), the leader may control only one unit and must assign the remainder to other players. Players may order units to defect or to form new countries, or they may begin a revolt in an effort to elect a new king. Leaders also have powers to appoint new unit commanders. New countries become kingdoms when recognized by other countries or by the pope (referee).

It holds together well, and the rules are not complicated though they are long (4½ pages). I would like to have printed this in the DW columns, but when I saw an earlier version, it was too long, especially considering how few people can get 22 players together for a game! Probab-



Games Workshop

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ly the ideal way to play this would be by phone, with one move a week. There is one postal game forming in REFUS...

THE MAYA, by John Boyer, is a simple but imaginative variant based on the religiously-oriented Maya civilization of Central America. The four-page map is jungle with paths connecting cities, with only one sea-space for movement along the coast. There are no fleets. There is an additional unit type, the temple, which cannot move and which adds to defense. Most important, the victory condition depends on temples rather than armies or centers owned. There are eight players, each beginning with one center, and builds occur after only one movement season. There are 48 centers, but only 15 temples are needed for victory. Since temples contribute much less to combat strength than armies, play-

VARIANT DESIGN

Fred Davis sent the following letter ((my comments in double parentheses)).

"About your '1938' variant, I find it interesting but there is one historical error. The Russian province of 'St. Petersburg' should be called 'Leningrad.' ((Sigh. That's what I get for doing '1938' and '1789' at the same time.))

"If I were designing a 1938 novice variant, I'd make one significant change. While I agree that the Russian A should start out in the Ural province, to represent Russia's initial weakness in the game, I would make the actual SC in Moscow for all future builds. I'd also specify that the A's in Poland, Spain, etc. can be supported in place by other units... ((One could defend Ural rather than Moscow as the SC since Russia was moving much of its industry into the Urals. But the reason for choosing Ural over Moscow was play-balance, without regard for realism. The second comment is puzzling. So far as I know, it has always been possible for a player to support a unit in civil disorder--certainly it is in 1938. I've seen it done many times in many games, standard and variant.))

"If I were going to do the variant postally for experienced players, I would add a couple more ideas:

"1. I'd complete the south coast of the Med with a new province between Tunis and Middle East. I'd call this Egypt, and make it a British home SC, with a fleet in it at the start. However, I'd have a 'Chamberlain' rule that this unit could not move in Spring 1938.

"2. I'd add one more neutral SC in Central Europe. I think I'd make this Czechoslovakia, and have a standing army in it (the Czechs had a very good army in 1938). This would result in a total of 31 centers.

"I might also provide an optional rule that would permit a 6th power to play. This player would be called the 'Gordon Sanitaire' power, and would consist of Poland, Czechoslovakia, Ro-

ers must choose between approaching closer to victory and gaining combat power. All cities are centers, so there is not much room for maneuvering about. This is certainly worth looking into. You can get it from John at 117 Garland Dr., Carlisle, PA 17013 for 25¢, I think.

Charles Reinsel's WORLD WAR III variant was printed in Command #1, 34¢ (apparently) from Dennis Agosta, 900 L Foxridge, Blacksburg, VA 24060. There is a one-page map adding part of the western hemisphere to the standard DIP board. Each player receives two atomic weapons as well as an anti-missile capability, the atomics wiping out a space for the duration of the game (making another Switzerland). Range of the weapons is unlimited, but each may be used only once.

mania, and Hungary, with an A in each of the first three spaces.

"You could also have an 'Active Neutrals' variant, with some of the neutrals having a real player. I'd say that Poland and Turkey would be the most important to have a player, but there is no logical reason why all of the other minor states which are SC's (including Czechoslovakia) could not be played."

BASEBALL DIPLOMACY

by Lewis Pulsipher

This game first appeared, in slightly different form, in Blood and Iron #25, 24 August 1973. Its origin is somewhat unusual. I was talking with a friend on the phone about possible subjects for variants. Jokingly, he suggested several sports, including baseball, and taking him up on it, I devised the following variant on the spot.

1. 1971 Diplomacy rules are used except as follows.

2. There is one "inning" per player. Thus MIDDLE EARTH VII played baseball style has five innings, standard Dip has seven, etc.

3. Each inning consists of three move seasons, spring, summer, and fall, rather than the usual two.

4. At the beginning of each inning, players switch countries so that at the end of the game each has played each country once.

5. Each player's score in each inning is the number of units he has after builds. (Builds are automatically made in a winter season, so there is no need to write them down, but just capturing a center is not sufficient--there must be room in which to build a unit for that center in order for the score to count. Thus, the maximum score in a standard BASEBALL game is

44.

6. The winner is the player with the highest score at the end of the allotted number of innings. If there is a tie, then the game is a draw among those who tie--extra innings would be unfair, depending almost entirely on who drew what country.

The extra move season is included to give the play more opportunities to develop, but it could be played with the usual game-year of two seasons. The game ought to be fairly well balanced overall, though Austria and Germany will probably be dumped on consistently in each inning. An advantage of this variant is the time limit; it would last the equivalent of seven game-years in postal play, since there is no need to report a winter adjustment period. The game may help novices become familiar with some possible openings, as well. It also gives players the opportunity to develop defensive skills, something that usually occurs only when one is losing (and consequently not enjoying it).

Peter Aronson says somewhat apologetically that the following variant is his least original since he merely put together several common variant rules to arrive at it. Nonetheless, there is originality in putting together old elements in a new way, and this game ought to be worth

trying sometime when you desire a change from the old standard, especially since the rules are easy to learn.

FLUID DIPLOMACY

by Peter Aronson

1. The 1971 rules of Diplomacy are used except where noted.

2. Before Spring 1901, a Winter 1900 build turn occurs; players may start with any arrangement of units they are capable of building.

3. The last player to occupy a supply center in any season is its owner.

4. A player may build in any center he owns, not just in his home centers.

5. During any winter turn a player may change any of his armies that are on supply centers into fleets and any fleets that are on supply centers into armies.

6. Any two of a player's units may exchange places by moving through each other as if they were not there, provided the moves otherwise succeed as in standard play. (The abbreviation "X" indicates an exchange move.)

7. Victory criterion is 19 units on the board.

WAR OF THE RING

copyright © 1976 Lewis E. Pulsipher
Basic Rules

1. The 1971 rules of DIPLOMACY are used except as follows.

2. The Basic Rules apply for each scenario/version in addition to the special rules provided with each.

3. TOWERS

a. Towers are indicated by a circle containing a dot: Minas Tirith, Barad-Dur, Erebor, Mt. Gundabad, Isengard, Rivendell, and Umbar. They are normal supply centers as well as Towers.

b. A Tower has a strength in defense equal to one unit (A or F); it may only defend against attack, not give support.

c. A Tower occupied by a unit adds one to the strength of that unit; this is true even if the unit is ordered to move, as long as the move fails.

d. A unit entering a Tower owned by its player adds the Tower's strength of one to its movement.

e. An unoccupied Tower still has a defense strength of one and it may be supported by other units.

f. Of course, a Tower does not resist a move by the player who owns it.

g. A Tower is never destroyed.

h. A single attack of strength one against a Tower does not affect a support order of a unit in the Tower. Any additional strength in the attack contributes to cutting the occupying unit's support, however.

4. DOUBLE AND TRIPLE UNITS

a. A double or triple unit requires only one center for support, not two or three.

b. Double and triple units may never be built.

c. A double (triple) unit has a strength of two (three) normal units (A or F). It may not split its support among separate units--all of its support must be to only one unit. An attack of strength one (one A or F) cuts one unit of any support the double or triple unit is giving ($\frac{1}{2}$ or $\frac{1}{3}$, respectively).

d. A double or triple unit may move or support with the strength of a single (or double) unit. This is designated "DA(1)" or "TA(2)" and so on, and it acts for that order just as though it were a unit of the strength designated. This permits a large unit to stand-off a smaller in order to defend a third space, for example.

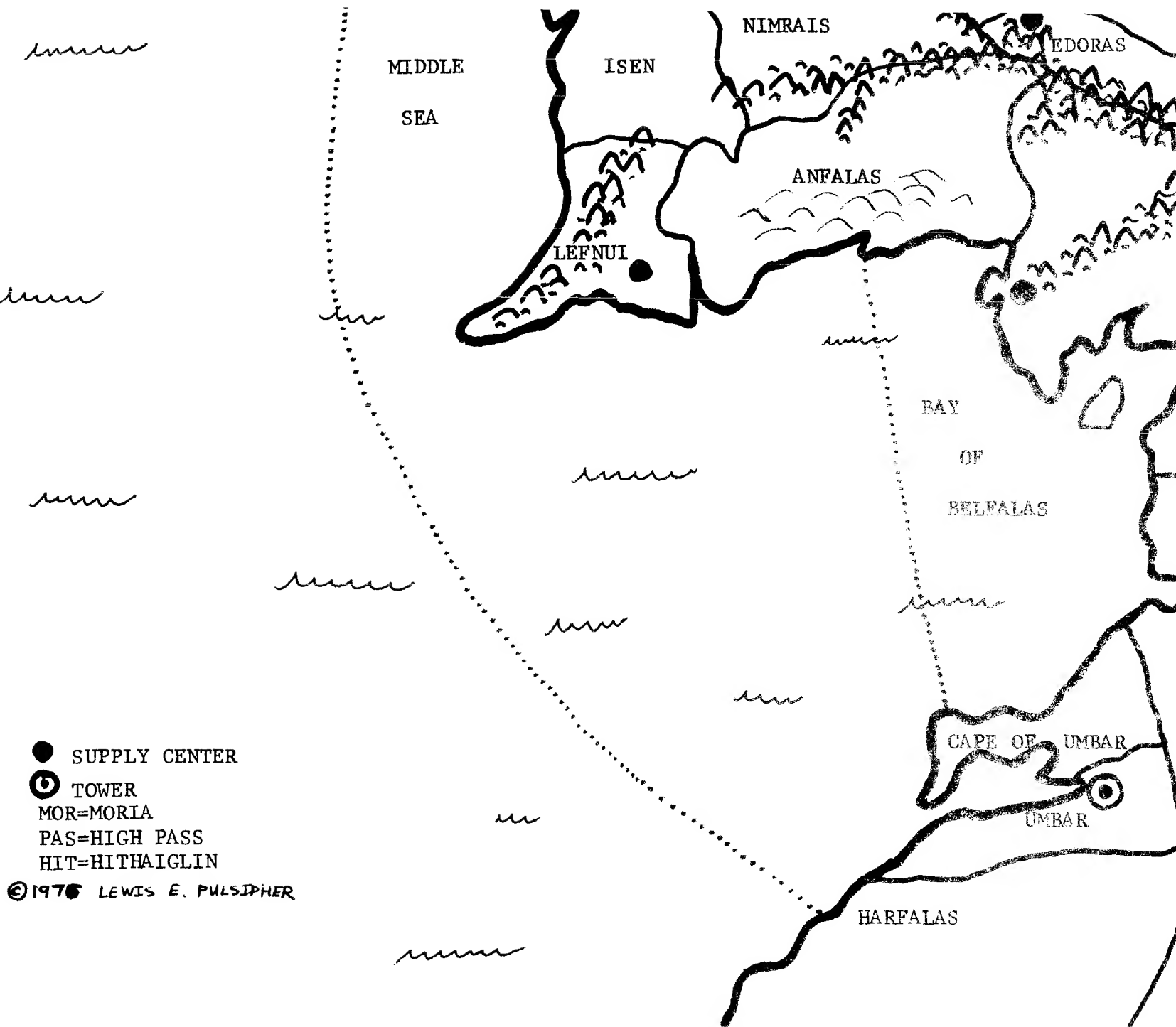
e. A double or triple army may be convoyed by a single fleet. A double fleet may convoy only one army, not two.

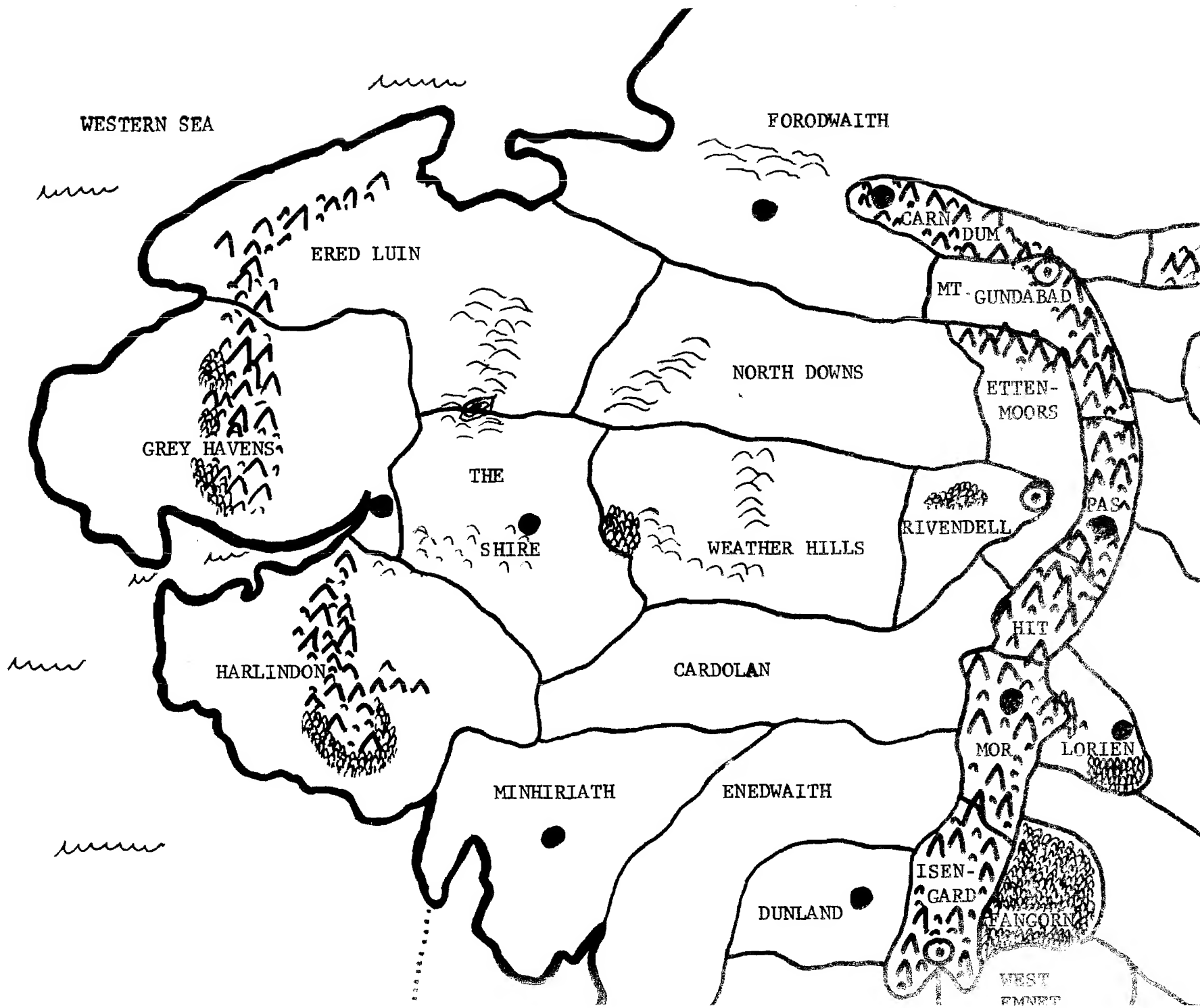
5. In each scenario/version, the centers a player's units start in are his home centers.

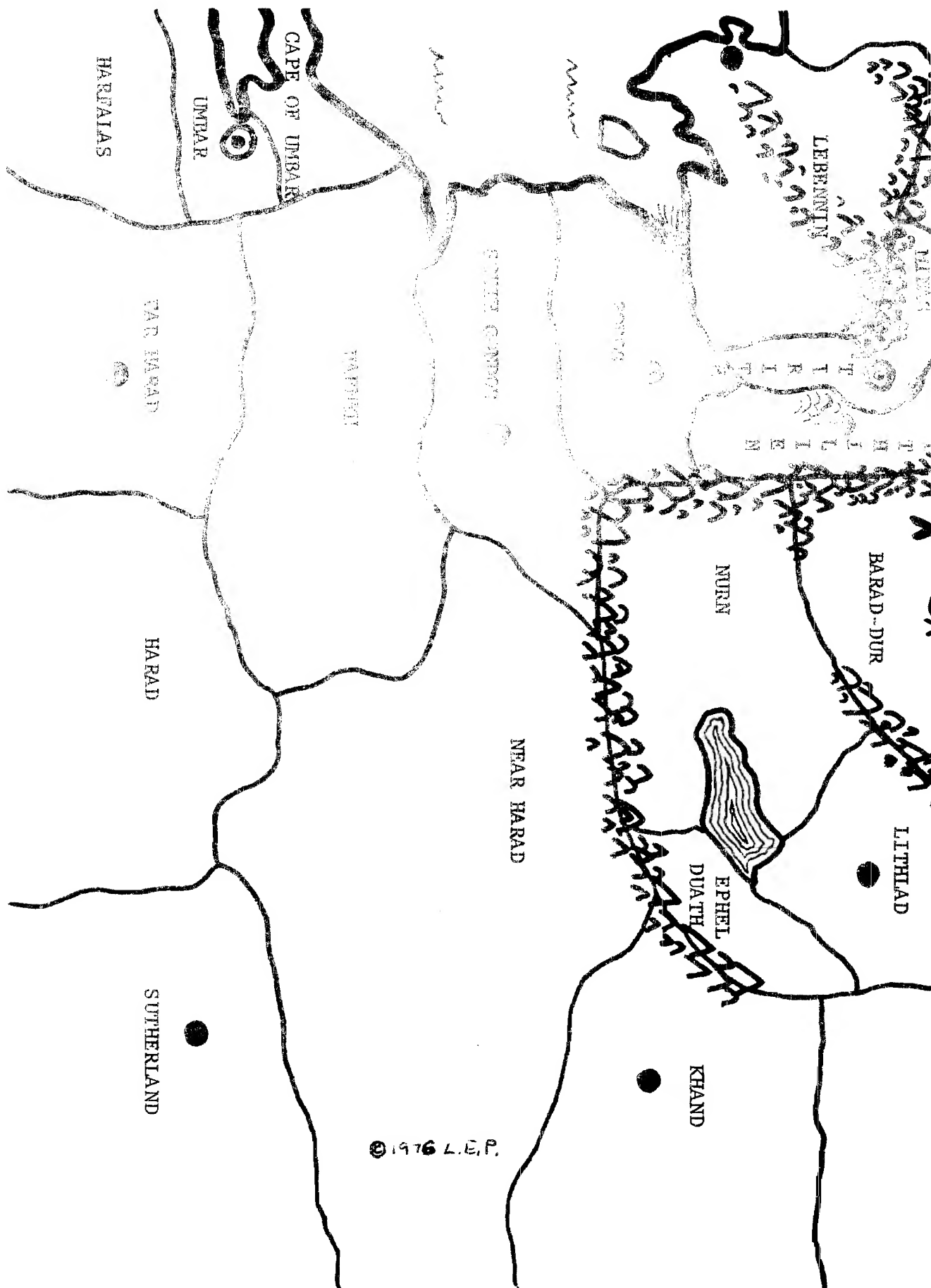
6. A fleet in a coastal space may be converted to an army in any move-season (spring or fall) unless it is attacked in that season. It may not move or support another unit in that season, though it may be supported. The form of the order is "F Eneadwaith**A Eneadwaith".

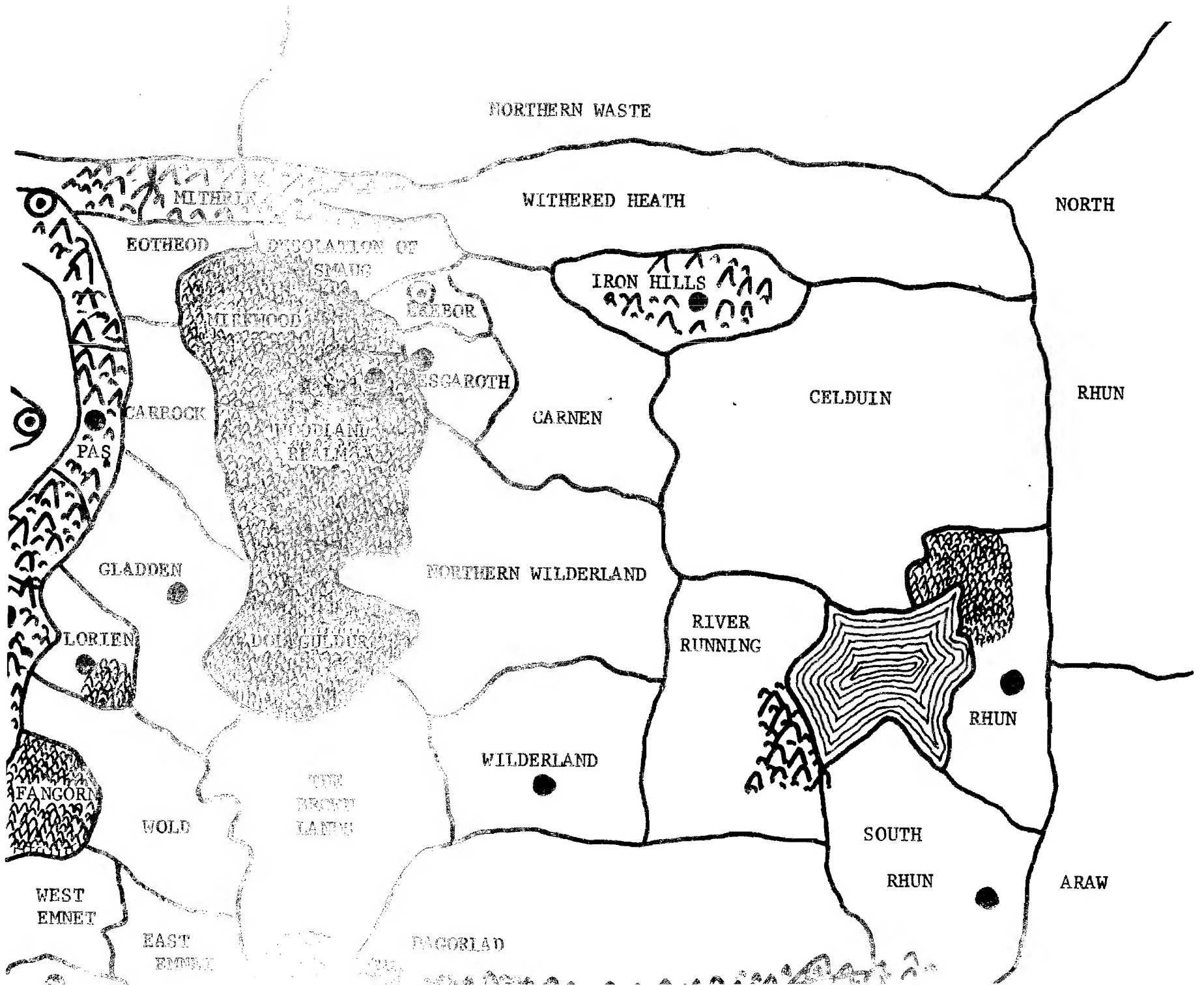
7. An army may be converted to a fleet in any move season if it is in a coastal supply center, unless it is attacked in that season. It may not move or support another unit in

(Detach and place this map above the map below for play.)









that season, though it may be supported. The form of the order is "A Lefnui**F Lefnui".

MAP-NOTE: Isengard is abbreviated "IGD" to differentiate it from Isen. The western edge of the board may be cut off in printing; note that the Western Sea covers the entire western edge of the board and is one space. Mountains, swamps, and forests have NO effect on movement; they are included for appearance only.

STANDARD VERSION

1. Players are: Foul creatures of the region of ANGMAR (light blue)--DA Mithrin, A Carn Dum, A Mt. Gundabad. Free peoples of the region of ERIADOR (dark blue)--DA Rivendell, A The Shire, F Grey Havens. Men of GONDOR and Rohan (white)--DA Minas Tirith, A Edoras, A Lebennin. Men of HARAD (yellow)--DA Sutherland, A Far Harad, F Umbar. Free peoples of the region of RHOVANION (green)--DA Erebor, A Esgaroth, A Woodland Realm. Foul creatures of SARUMAN (red)--DA Moria, A Isengard, A Dunland. Foul creatures of SAURON in Mordor and Rhun (Black)--DA Barad-Dur, A Rhun, A Lithlad, A South Rhun.

2. Only Harad may have a double fleet.

3. A player wins when he has 19 units on the board.

4. Fangorn, Lorien, and Dol Guldur are defended by forces equal to three units each. This intrinsic defense may be supported by any player. A successful attack on one of these spaces requires a strength of four (attack plus supports), plus one for each support given to the space by another player. Once a player occupies the space, the intrinsic defense is permanently lost.

5. Instead of game-years, turns are counted in game-months, beginning with July, Third Age 3018. The first move is July I, comparable to spring, the second July II, comparable to fall, and this is followed by July adjustments, comparable to winter.

Play with Fewer than Seven:

6 players: two alternatives 1) remove all Harad units; Harad supply centers and South Gondor do not have any supply value 2) remove all Eriador units; Eriador centers have no value. Victory criterion is 17 units on the board.

5 players: Do both of the alternatives given for 6 players. Victory criterion is 15 units on the board.

4 players: two alternatives 1) one player takes Sauron, others take these pairs: Gondor/Angmar, Rhovanion/Saruman, Harad/Eriador 2) one takes Harad, others take Eriador/Rhovanion, Gondor/Angmar, Sauron/Saruman.

3 players: two alternatives 1) one takes Sauron, others take Harad/Saruman/Angmar and Gondor/Eriador/Rhovanion 2) Harad and South Gondor are altered as for 6 players, and players take Gondor/Sauron, Angmar/Rhovanion, and Eriador/Saruman.

TWO PLAYER "INTRODUCTORY" VERSION

SAURON: TA Barad-Dur, DA Dol Guldur, DA Mt Gundabad, A's Far Harad, S Rhun, Rhun, Mithrin, Carn Dum, Moria, Isengard, F Umbar. Note that there is a unit in Dol Guldur but it is not a center.

FREE PEOPLES: DA Edoras, DA Minas Tirith, DA Lorien, DA Rivendell, DA Grey Havens, A's West Emnet, Woodland Realm, Esgaroth, Iron Hills, Erebor, DA Lebennin.

Lorien and Fangorn are impassable to Sauron. Barad-Dur and Dol Guldur are impassable to the Free Peoples. Sauron may build in Dol Guldur even though it is not a center. Victory criterion is 26 units of strength on the board (double units count two, triple three).

Alternative alignment: Free Peoples DA Lebennin becomes an A and there is no A Iron Hills. Sauron forces: TA Barad-Dur, DA Dol Guldur, A's Sutherland, Far Harad, S Rhun, Rhun, Mt Gundabad, Mithrin, Isengard, Dunland, F Umbar.

SCENARIO: FIRST ATTACK ON ARNOR AND KIN STRIFE

ELDACAR: Ithilien, West Emnet, Gladden, Wilderland, Esgaroth

CASTAMIR: Lebennin, Poros, Minas Tirith, Umbar

EASTERLINGS: Khand, S Rhun, Rhun, Araw

ARNOR: Rivendell, The Shire, Grey Havens, Minhiriath

ANGMAR: Forodwaith, Carn Dum, High Pass, Mt Gundabad

All units at start are armies. The center in Far Harad is without value. There is an army in Araw but no center. Lorien and Moria are impassable to all. There are no Towers, though the spaces formerly containing Towers are still supply centers.

Rather than count time by years or months, count by 5 year groups beginning with Third Age 1420. Thus the first turn is 1420 I, the second 1420 II, followed by 1420 adjustments, then 1425 I, and so on.

SCENARIO: ATTACKS OF THE WAINRIDERS

ARTHEDAIN: Grey Havens, The Shire, Minhiriath

ANGMAR: Forodwaith, Mt Gundabad, Carn Dum

GONDOR: Esgaroth, Ithilien, Minas Tirith, Lebennin

WAINRIDERS: Wilderland, Rhun, South Rhun, North Rhun

HARAD: Far Harad, Sutherland (only two)

Note there is no center in North Rhun. The centers in Erebor, Rivendell, and West Emnet are without value. Isengard, Hithaiglin, Barad-Dur, Lithlad, Nurn, and Lorien are impassable. Only Minas Tirith is a Tower. All units at start are armies. Count by 5 year increments beginning with Third Age 1885. If you find Gondor too weak, add an army in West Emnet or Gladden.

SCENARIO: c. THIRD AGE 2750

DWARVES: Minhiriath, Erebor, Iron Hills

ORCS: Moria, High Pass, Mt Gundabad

GONDOR: Ithilien, Lebennin, Edoras, West Emnet

HARAD: Far Harad, Sutherland, Fleet Umbar
EASTERLINGS: South Rhun, Wilderland, Rhun
Grey Havens, Barad-Dur, Nurn, Lithlad, Lorien,
and Dol Guldur are impassable. The centers in
The Shire, Forodwaith, Carn Dum, Rivendell, and
Ithilien are without value. There are no Towers,
though former Tower spaces are still centers.
All starting units (except Umbar) are armies.
Count by 5 year increments beginning with 2750.

"REALISTIC" SCENARIO

CONDOR-ROHAN: DA Minas Tirith, DA Edoras,
A Lebennin, DA Fangorn

HARAD: DF Umbar, A Far Harad, A Sutherland

RHOVANION: DA Lorien, A Erebor, A Iron Hills,
DA Woodland Realm, A Esgaroth

ERLADOR: DA Rivendell, A The Shire, A Grey
Havens, Ring The Shire

SAURON: TA Barad-Dur, Nazgul (N) Lithlad, DA
Dol Guldur, A South Rhun, A Rhun, A Dunland,
A Isengard, A Mt Gundabad, A Carn Dum, A Mithrin

1. The DA starting in Fangorn may only move
to Isengard, Wold, and West Emnet (and remember
that normally a unit may only support into a
space it may move to itself). In addition, it
may support action in Edoras. Also, this army
needs no supply.

2. DA Lorien may only move to Gladden and
Dol Guldur. It may also support action in Wold
and Moria.

3. Grey Havens, Lorien, and Dol Guldur are
Towers, but Dol Guldur is not a supply center.

4. The Nazgul is a special unit with the
strength of one normal unit. It may move as
a normal army, and it may support actions in
spaces two spaces distant. (For example, N Nurn
could support a unit in, or attack into, Poros
just as a normal army, or it may support a unit
in, or attack into, Lebennin.)

5. Sauron is an "Evil" player, Harad a "Neu-
tral" player, and Gondor, Rhovanion, and Eria-
dor are "Good" players. Good players may not
support units of any Evil player and vice versa.
A Neutral player may give support to, and be
supported by, either good or bad players.

6. The Ring unit begins in the Shire. It
needs no supply center support. It may not
move by itself, but it may be carried along by
the army or fleet that begins its move in the
same space with the Ring. The form of the
order is "R Shire-Grey", and A (or DA, or N,
or TA) Shire must also move to Grey.

7. The Ring is invisible; only the last
player to carry it knows where it is. (If
a unit "puts on" the Ring, its location is
known to all.) In in-person play, each move
of the Ring is written on a sheet of paper and
placed in an envelope which no player may look
in on pain of immediate expulsion from the game.
At the end of the game the envelope can be
checked to be sure that there has been no cheat-
ing.

8. If the unit carrying the Ring is dislodged,

it leaves the Ring behind when it retreats (and
the former owner must let the new owner know
that he has found the Ring).

9. The DA of a Neutral player may "put on"
the Ring. This is a separate move that cannot
be taken during adjustments. A unit putting on
the Ring cannot move or support on that move,
and if it is dislodged it leaves the Ring behind.
When a Neutral player puts on the Ring, the play-
er becomes Evil. If he loses the Ring to another
player, he is out of the game and all his units
go into Civil Disorder. While he is wearing the
Ring, Sauron's TA becomes a DA and his DA
becomes A. Also the Nazgul immediately comes
under command of the player wearing the Ring.

10. Sauron's TA may put on the Ring; in this
case Sauron immediately wins the game. Sauron's
DA may not put on the Ring.

11. If the Ring is carried successfully into
Barad-Dur by a player, all surviving Good players
at least one-half as strong as the strongest Good
player, plus the carrying player if he is Neutral,
share in victory. (Of course, this does not
apply if the carrier is Sauron)

If a player wearing the Ring has 20 units on
the board (not counting the Ring), and the
Sauron double army (originally a TA) is
destroyed, then the wearer wins the game.

Any player except Sauron may win by gaining
25 units on the board, not counting the Ring.

NOTE: "Second place" is worthless. All
players who do not win are equally losers,
except Sauron, who always finishes last if he
does not win.

Alternative set-up: DWARVES have DA Erebor,
A Iron Hills, A Minhiriath. Everything else
is the same. Dwarves are Neutral.

Two-player version: Harad is in civil dis-
order. Sauron is played by one player,
Rhovanion/Eriador/Gondor by the other.

Comment: The preceding game owes many
aspects to the various Middle Earth games
already in print. My intention was to
design a variant that would synthesize the
better elements of the balanced and realistic
types of Middle Earth variants. But balance
is far more important than realism in DIPLO-
MACY, as the standard game illustrates. I
think I've been able to design a balanced
game that is more realistic than earlier
balanced versions. In order to give the real-
ism nuts their due, I have added a number of
other versions that are less balanced but
more reminiscent of the trilogy.

In the standard version, you may notice
a strong analogy between the countries in
the game and the countries in standard
DIPLOMACY. The obvious one is Sauron as
Russia. The analogy is far from perfect,
however, so don't play with the idea that
Sauron will play like Russia and so on.

BROBBDINGNAG RATING LIST

BY JEFF POWER

The BROB Rating List is maintained and edited by Jeff Power, 430 W. 34th St., Apt. 12D, New York, NY 10001. Inquiries and complaints should be addressed there. The list is published by Walt Buchanan and can be obtained only from him.

For the benefit of the unfamiliar, the BROB Rating List orders players by a percentage score determined from the expression $\% = 50 + 50(S/6N)$ ($1 - \frac{1}{2}N$). N is the number of completed regular postal Diplomacy games for which that player is the player of record, S is the cumulative score in points from those N games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally well exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term $(S/6N)$ then is a player's adjusted average score per game. The term $(1 - \frac{1}{2}N)$ is a correction for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases, dropping out entirely for this purpose when N exceeds eight. A typical entry in the list might read: 62.5 2 +44 John Doe (W). From left to right are the percentage score, N, S, name, and the number of wins.

When a country is played by one or more re-

Country List:

55.5	+393	France	(59W)
54.9	+347	England	(61W)
53.1	+222	Turkey	(66W)
49.3	-51	Russia	(92W)
48.9	-76	Italy	(45W)
46.7	-234	Germany	(62W)
41.6	-601	Austria	(57W)

Top Board:

97.2	9	+51	Walt Buchanan (7W)
94.2	10	+53	Mike Rocamora (6W)
89.1	13	+61	John Beshara (8W)
89.1	4	+20	Lee Childs (2W)
88.7	5	+24	Tom Berendt (3W)
88.1	7	+32	Don Pitsch (3W)

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placement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement player; a score of -1, 0, or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

This list is to include only active players and is limited to North American players and those foreign players who play regularly in North American magazines. Since it is impossible for any one person to know who is and is not active, any assistance in correcting this aspect of the list will be much appreciated. Only players who have completed more than one game as of Everything #24 are rated.

Included in this listing are the results of 595 postal games as follows: SRE/24 plus games 1966EM, 1967AY, 1968AC, AY, EU, CG, 1969AE, AZ, EX, CE, 1970G, BJ, 1972K, and 19730.

Second Board:

87.5	2	+12	M. Beyerlein (2W)
87.5	2	+12	Roger Oliver (2W)
86.4	3	+15	J. Van DeGraaf (W)
83.3	8	+32	Joel Klein (2W)
81.3	4	+16	Mike Beavers (W)
81.2	2	+10	Jim Benes (W)
81.2	2	+10	M. Lariton (W)
81.2	2	+10	Larry Norton (W)

The Rest of Us:

80.9	14	+52	Lew Pulsipher (6W)	67.6	4	+9	Charles Sharp	50.0	3	0	Robin Smith
80.7	5	+19	B. Schlickbernd (W)	67.0	3	+7	John Fleming (W)	50.0	5	0	David Staples
80.6	12	+44	Tom Eller (6W)	67.0	3	+7	David Forte (W)	50.0	3	0	Mike Willemson
80.6	9	+33	Monte Zelazny (3W)	67.0	3	+7	Russ Nekorchuk	49.2	10	-1	Blair Cusack (2W)
79.3	4	+15	Bruce Coy (2W)	67.0	3	+7	John Weswig (W)	48.7	62	-10	C. von Metzke (3W)
79.2	3	+12	Sam Nierenberg (W)	66.4	6	+12	Tom Keller (W)	47.8	19	-5	Bob Ward (2W)
79.1	5	+18	Terry Knowles (W)	66.3	21	+41	Steve Brooks (4W)	47.6	3	-1	R. St. Johns (W)
78.7	9	+31	Arnold Vagts (W)	65.6	2	+5	Tom McCarthy	46.9	2	-1	Kenneth Potts
78.1	2	+9	Doug Ronson	65.6	2	+5	Jerry Model	46.9	2	-1	Richard Tovson
78.1	2	+9	Paul Schwartz	65.6	2	+5	Robert Wartenberg	43.8	2	-2	David Cershenson
77.7	28	+93	D. Beyerlein (11W)	65.6	2	+5	Lowell White	43.2	6	-5	Louis Menyhart (W)
77.6	41	+136	Ron Kelly (6W)	64.5	3	+6	Allan Calhamer (W)	42.7	3	-3	John Biehl (W)
77.4	6	+20	John Boyer (2W)	64.5	3	+6	David Fujihara	42.2	4	-4	John Hulland
77.3	4	+14	E. Ackerman (W)	64.5	3	+6	Laurence Gillespie	41.8	7	-7	Mike Childers
77.3	4	+14	Bruce Chin (W)	64.5	8	+14	Ed Halle (W)	41.8	6	-6	William Cluam
77.3	4	+14	John McKeon (W)	64.2	7	+12	Harvey Lindauer (W)	41.7	19	-17	Greg Warden
77.1	35	+114	A. Phillips (10W)	63.3	10	+16	Don Horton (2W)	41.4	34	-35	C. Reinsel (3W)
76.9	9	+29	John Stevens (W)	63.0	7	+11	Robert Lamb	40.9	43	-47	Jerry White (W)
76.7	3	+11	E. Hollshwander (W)	62.9	11	+17	Richard Swies (W)	40.6	2	-3	Mark Richter
76.7	3	+11	Charles Maylen (W)	62.5	2	+4	Oleg Kis	40.6	2	-3	Jerry Ripperda
76.7	3	+11	Zane Parks	62.5	2	+4	Carl Olson	40.6	2	-3	Craig Westover
75.9	9	+28	Bruce Kindig (2W)	62.5	2	+4	Art Schleinkofer	40.3	3	-4	Charles Cox
75.8	5	+16	Hollingsworth (W)	62.1	3	+5	Ed Kollmer	40.3	3	-4	Steve Nozik
75.4	4	+13	Robert Correll	62.1	3	+5	Pat Walker	39.4	22	-28	Dan Brannan
75.4	23	+70	Rod Walker (2W)	61.7	7	+10	Doug Dick	39.1	6	-8	Gary Gehrke
75.0	2	+8	James Barber	61.7	4	+6	Wayne Harris	39.1	6	-8	Chic Hilliker (W)
75.0	2	+8	M. Bartnikowski (W)	61.7	7	+10	Tom Leahy (W)	38.0	9	-13	Steve Cooper
75.0	2	+8	Dan Gallagher (W)	61.1	9	+12	Rick Brooks (2W)	37.9	3	-5	Gary Tesser
75.0	2	+8	Richard Rice (W)	60.9	65	+85	Edi Birsan (13W)	37.5	2	-4	Randy Christopher
75.0	2	+8	Roy Thomas	60.9	6	+8	Dave Scott	37.5	2	-4	Scott Robinson
74.5	17	+50	E. Verheiden (2W)	60.3	8	+10	Bill Linden	36.3	4	-7	Ray Heuer
74.3	3	+10	Larry Doble	59.9	16	+19	Herb Karents	36.3	6	-10	John Morgan
74.3	3	+10	Barry Eynon	59.7	3	+4	Gary Burce	36.3	4	-7	John Ostapakovich
74.3	3	+10	Drew McGee (W)	59.7	5	+6	David Davies	34.6	7	-13	Tony Pandin
74.3	12	+35	Jeff Power (4W)	59.4	2	+3	Tom Cengler	34.4	4	-8	Frank Aker
74.3	3	+10	Randolph Smyth (W)	59.4	2	+3	Dave Kadlecak (W)	34.4	2	-5	Marshall Haller
74.2	5	+15	James Fish (W)	59.4	2	+3	David Potter (W)	34.4	2	-5	Leo Plotkin
73.6	7	+20	Dave Johnson (3W)	59.4	2	+3	T. M. Worthington	34.3	9	-17	C. Schleicher (W)
73.4	4	+12	Stephen Nail (W)	59.4	14	+27	John Smythe (8W)	33.4	8	-16	Bruce Gletty
73.4	4	+12	Paul Wood (W)	58.3	7	+9	John Leeder	31.2	2	-6	Dennis Kelsey
73.3	10	+28	Tim Tilson (4W)	58.2	7	+7	David Ayres	31.2	2	-6	Conrad Moeller
72.9	2	+7	John Baker	57.8	4	+4	Burt Labelle (W)	30.6	3	-8	Victor Ricci
72.9	2	+7	Steve Cook	57.8	4	+4	Len Scensny (W)	30.6	3	-8	Dennis Turner
72.9	2	+7	Jim Lawson (W)	57.4	18	+16	Bill Osmanson (W)	29.0	5	-13	Dick Trtek
72.9	2	+7	Douglas Reif	56.9	12	+10	Jeff Key (2W)	28.5	31	-80	M. Gemignani (W)
72.9	2	+7	Robert Thomas	56.2	2	+2	Karl Borden	28.2	7	-18	Mark Thomas
72.6	5	+14	Don Roll	56.2	2	+2	Don Lowry (W)	28.1	3	-9	Roy Matheson
71.9	3	+9	Gary Peterson	55.9	4	+3	Tom Cleaver	28.1	3	-9	Peter Shamray
71.7	8	+21	D. Lagerson (2W)	55.9	7	+5	John DePrisco (W)	27.1	2	-7	Michael Lind
71.5	4	+11	Steve Ball	55.9	4	+3	Greg Greer	27.1	2	-7	Gary Moore
70.5	6	+15	Bill Klitzke	55.9	7	+5	Robert Lipton	26.4	7	-20	Eric Just
70.4	9	+22	Brad Payne (W)	55.3	19	+12	John Hendry	26.4	4	-12	Doug Nelson
70.1	7	+17	C. McGuistion (3W)	54.9	3	+2	Jim Pumpas	25.0	2	-8	Frank Gunliffe
69.8	21	+50	Gene Prosnitz (6W)	54.9	3	+2	David Truman	25.0	2	-8	Herb Greenlee
69.4	3	+8	Peter Bennett (W)	54.8	7	+4	Leo Early (W)	23.3	3	-11	Alex Gallin
69.4	3	+8	Fred C. Davis (W)	54.6	9	+5	Don Berman (W)	20.7	4	-15	Bill Hoyer
68.8	2	+6	Brian Burley	53.2	5	+2	John Carroll	18.8	2	-10	Chuck Boler
68.8	2	+6	Larry Cheatham	53.1	2	+1	K.L. MacDonald (W)	18.8	2	-10	Paul Chan
68.8	2	+6	Bill Connor	53.1	2	+1	Bruce Webb (W)	18.8	2	-10	Tom Guggenheim
68.3	10	+22	Harry Drews	52.4	3	+1	Robert Beasecker	18.8	2	-10	Dennis Nagle
68.2	22	+48	Len Lakofka (5W)	52.4	3	+1	A. Stephanides (W)	16.1	5	-21	John Powell
67.8	6	+13	Walter Blank	50.0	2	0	Matt Diller	14.8	4	-18	Terry Paul
67.6	4	+9	Richard Loomis (W)	50.0	6	0	Boll Drakert	14.8	4	-18	Paul Stone
67.6	44	+93	Hal Naus (4W)	50.0	5	0	Arnold Proujansky	8.7	3	-17	Rick Stuart

APPLICATIONS OF MODERN TECHNOLOGICAL WARFARE TO FACE-TO-FACE DIPLOMACY

by ADAM KASANOF

(The following article is taken from The Pocket Armenian #2 by permission of Scott Rosenberg. It's one of the funniest Dippy articles I've ever read and I've wanted to reprint it for quite some time.)

The average Diplomacy player shows up at a game with only his preference list and his wits, oblivious to the battery of useful devices science has provided him with and to the veritable arsenal at his command. I hope to delve briefly into this storehouse of resources, much to the profit of everyone involved. The first item on the list is chemical warfare, since it's the simplest.

In Diplomacy, as in any game of skill (or chance, if you intend to cheat), the basic rules for use of intoxicants apply, i.e., don't drink yourself, and encourage everyone else to do so as much as possible. (A good idea which you can appropriate from The Sting is to bring a bottle of watered liquor along with you and drink from it profusely, indicating to everyone else that now is the time to take advantage of you, since you're drunk.)

If you should find yourself playing host to a Diplomacy game in your own home, you might reflect on "augmenting" whatever beverages you serve with vodka, or some other alcohol without a distinctive flavor. Above all, DON'T DRINK YOURSELF.

One of the simplest yet most versatile playing aid you can bring to a game of Diplomacy is a cigarette, or better still, a cigar. Anyone who has ever played chess knows the uses of a cigar in breaking an opponent's concentration while sitting at the board at figuring moves, and the greasy smoke produced by a cigar can also act as a screen while pieces are "manipulated" in manners other than those strictly provided for in the rules.

A cigar can also be used as an agent of misdirection when you are playing Diplomacy in someone else's house (i.e., place your cigar a thirty-second of an inch away from a Picasso oil hanging on the wall nearby). Another useful tactic is dropping a lighted cigar into someone else's glass of liquor and watching the blaze. One more tactic of note is passing out cigars or cigarettes to members of various alliances opposing you and then passing out cigarette loads. If you are Italy and Turkey loads Aus-

tria's cigarette, the advantages become obvious. An ashtray is a good thing to have on a Diplomacy table, since a connived sneeze or a twitch of a finger can provide the needed diversion for some devious tactic you have in mind.

Incense is not without its uses either. If you are playing in your own home, say that you always keep a few sticks burning for "atmosphere," or to cover the smell of burning flesh from the nightly rituals of your Satanic-cultist neighbors, or to mask the occasional odor of boiling clorox which comes from the chemistry set of some kid down the hall. If you are at someone else's house, comment on the way the place smells like "a vomitorium after a week-long sanitation strike" or something similar, and produce from your pocket the incense which you "always carry" just for such contingencies. It's advisable either to use an incense like "Camel Dung" which has a nauseating tendency, or some other scent which makes the eyes water. Better yet, you can make your own incense with both of the desirable qualities above, if you're willing to invest the effort to improve your Diplomacy game.

When using smoke and incense, it's wise to carry some Silly Putty or sterile cotton which you can shove in your nostrils to blot out the smell, and some Visine, which can prove very useful. Straight Visine can be used to keep your eyes from falling out, and may be sold to the other players for "a quarter a drop." (Even if you lose the game, you can still net a healthy profit, which you can use in the poker game you set up afterward.) Also, you can use Visine that has been cut with alcohol, ammonia, or lemon juice to momentarily disconcert opponents while you "make your move." Another hint that you can apply to ashtrays is to bury a strip of magnesium under a light coating of ashes, so that the first hot ash or cigarette butt will create a ball of fire likely to be noticed by the person whose sleeve it ignites.

A final off-beat note is the use of insect warfare by some enterprising individuals. The idea is this: you simply appear at the game, liberally coated with 6-12 or some other insect repellent (carrying a sufficient back-up supply to sell at a handsome mark-up over cost), along with a jar of mosquitoes, gnats, tse tse flies, or whatever is on sale at your local trick and novelty emporium, which you release (discreetly, of course). And that's all there is to it.

TO: DIPLOMACY WORLD, U.S.A.
% WALT BUCHANAN

Dear Mr. Editor:

To the Editor of ~~Apple's Archives~~ DIPLOMACY
WORLD:

Despite the overall excellence of your estimable publication, I am afraid I must demand that I be allowed to offer a number of comments concerning your recently-published (in Vol. II, No. 4) article-cum-memoir which purported to detail in unnecessarily veiled and insufficiently laudatory terms certain experiences and events with which I have occasionally, though by no means too often, had the pleasure to be associated to one degree or another in, at the very least, the sense that the use of my name in connection with an historical overview of the subject matter involved might well give rise to an unabashedly distorted view, quite understandably albeit inadvertently achieved by those readers who, by virtue of novitiate status and/or learning defects, lack the experience, or shall we perhaps term it "environmental savoir-faire," to discriminate between the lunatic ravings of a self-confessed co-conspirator in the orgiastic depravities alluded to, and the truth, that the utter entirety of the brilliant, inspired, selfless and undeniably monumental glories which have ensued as a proximate and actual consequence of the wholly magnanimous and, it is not unfair to say, super-human outpouring of the soul, the mind, the pocketbook and the dictionary which I, in my many immortal years as Patriarch of this wond'rous hobby and of the veritable hordes of inferiors whom I have deigned to permit to share in the bounty effulged from mine all-encompassing clasp unto the which have come so many seeking succour from the ravages of the evil minions of that "other world" of, dare we breathe it?, "normalcy" whence derive so many of the terrible and ghastly maladies besetting (or, in Ireland, besotting) my children despite all my protestations that a mere act of simple faith in the pattern prescribed in my latest book, "Worship and Grovelling as an Aid to Digestion," copies of which are still available despite the incredible run on the most recent (ninety-fourth) edition, for the paltry sum of \$49.95, plus postage, from Me (California residents do not bother to add sales tax, as this is strictly under the counter), will achieve the result for which I have become so famous over the figurative aeons of Diplomacy history, and which are so keenly and perspicaciously detailed in the one and only halfway worthwhile paragraph in Mr.

~~Apple's~~ Walker's symposium, namely the "von Metzke Blitz" (T.M. Reg. U.S. Pat. Off.) full details of which are still available despite the astonishing run on the most recent (first) printing, for the penurious sum of \$49.97, plus postage, from Me, as a means of financing my latest grandiloquent venture to re-immortalize my name in the annals of hobbydom, namely, the repairing of the letter "y" on this typewriter so that I can once again publish a Dipzine.

Oh dear. There goes the "z" as well. Jack that price to \$79.97, please.....

(Signed) Conrad von Metzke

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CONVENTIONS

by LEN LAKOFKA

(The following article is reprinted from Liaisons Dangereuses #66 at the request of Len Lakofka. Although originally submitted for DIPLOMACY WORLD, Carol returned it because it was not typed! ((Have you ever tried reading Lek's ~~chicken scratches~~ handwriting??! CA)))

I can not fully agree with Lew Pulsipher's comments on Conventions in DIPLOMACY WORLD II, 4. This is due to a basic difference in philosophy on the future of the hobby. I am of the belief that Diplomacy/Wargaming Conventions will take on the scope of the large chess or bridge tournaments in the years to come. Others, of whom I believe Lew is one, are of the opinion that Diplomacy/Wargaming Conventions are always going to be amateur events held in gyms, small halls, basements and college classrooms. If one agrees that there will be long term, permanent status in Diplomacy/Wargaming, then one does not expect anything grand in the way of a convention. If, on the other hand, one believes that our little hobby is going somewhere, then nothing less than a major convention, with numerous regional events, is the obvious alternative.

Players, as well as convention organizers, have philosophies on what a convention should be like. To some players, the ideal convention is one with lots of games and small to non-existent entrance fees. Such a convention could be held in an empty lot as long as the wind didn't blow everything away. To other players, an ideal convention is an adult meeting of the minds in competition for some type of trophy/prize. These latter players are seeking a more structured event for which they would be willing to pay a little bit more in the way of an entry fee. Both groups are interested in playing the game for fun and praise and both are interested in meeting new and old friends. Each type of convention will tend to draw a majority of players with a similar philosophy although some players of each type will attend any convention in their own area.

For conventions to grow, to become self-sustaining, to gain an adult (at least semi-adult) following, it is necessary for them to be done in a professional manner. This means competent advertising, planning and staffing of the event, a large comfortable location and money. Trying to run a large convention without front money is impossible.

I have run/participated in five conventions. Three in Lake Geneva and two in Chicago. In each of these efforts, there has been growth in the convention as a media and subsequent growth in the hobby attitude toward such events. Until "DipCon" V in Chicago in 1972, there were no

"hotel" conventions. My partner and I worked to bring a new status and air of respectability to the Convention. We brought the Diplomacy Convention out of the school house and made an event out of it. Many of the minimum standards now set for Diplomacy Conventions were due to the Chicago Shows and our pioneering efforts.

It is also true that the Chicago Shows have taken a financial bath. However, the reason for this catastrophe at the ticket office is a coupling of a convention with a trade show. Monies were spent, and lost, on misdirected public advertising and industry ads. With proper use of "in house" advertising, a profitable hotel convention is a certainty.

In 1976, advertising for a convention should continue in the Diplomacy press and key wargaming publications. Subsequent conventions will have ads in local newspapers, the GRI flyer, and all Diplomacy publications. Tying a Diplomacy Tournament to a major wargaming convention helps both of them. The more solvent and well-planned the convention, the larger the prizes. The fact that DipCon VIII winners have not been paid off does not mean that future conventions can not offer and pay out large prizes. Such monies could go into the ISE, for example.

I agree with Lew that a convention should contain seminars and other social events. In years past we've had a tournament, an IDA meeting, and a lot of wide-eyed drunks running around the hotel until 4AM! Social contact is almost solely restricted to non-convention hours and thus much of the quality and quantity of possible social contact is destroyed. A convention should be a multi-faceted event designed to bring people together over more than just the gaming table. The IDA General Meeting conducts business, but the convention must be fun. I have missed meeting and talking with a great number of people due to the tight schedule of tournament rounds and the IDA General Meeting.

In the bill now before the Council, Lew's Convention Site Committee lays down a great many rules and regulations for selecting the site of the IDA General Meeting. It must be remembered that the IDA can only suggest to a convention host how things should be done. Lew would like the IDA to almost control much of what is done at each IDA General Meeting Site and how it is done. This clearly is playing with the host's money and is unfair to that host. A few years ago the IDA meeting site went to whomever would offer to take it. Let's not kill the Golden Goose by regulating a convention host to death!

Lew points out parallels between the Science Fiction Community and Diplomacy. Anyone who has attended a SF brawl knows that there is no comparison! What may work or hold true for Science Fiction Conventions, or Bridge or Chess Tournaments may not work for Diplomacy/Wargaming.

Lew writes as if he knows all of the answers--I assure you that he does not!

RECENTLY COMPLETED GAMES

The following 75 completed regular Diplomacy games were reported in Everything #24-25. The winner, his country, and the zine the game finished in appear after the applicable Boardman Number. Multiple names after the same number indicate a draw.

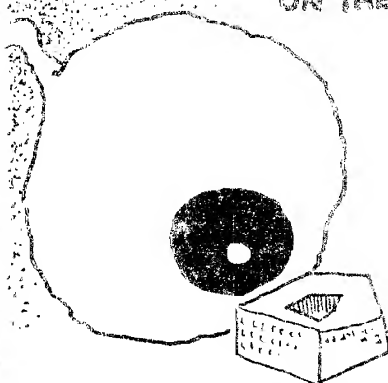
Everything #24			
B.N.	Winner	Cty	Zine
1972FN	Ray Evans	Rus	Courier
1973B	Rick Solomon	Aus	Runestone
1973K	Nicky Palmer	Tur	Dolchstoss
1973U	Dan Ryder	Eng	Y. Chronicles
1973AB	Joel Klein	Eng	Centurion
1973BP	Edi Birsan	Eng	En Passant
	Doug Beyerlein	Tur	
1973EK	B. Schlickbernd	Aus	En Passant
	Zane Parks	Ita	
1973CU	K. L. MacDonald	Rus	FallOvia
1973DO	Mike Wassall	Eng	Dolchstoss
1973DR	R. Walkerdine	Eng	Dolchstoss
	Mick Bullock	Ger	
1973DV	Nina Pawlak	Fra	Liberterranean
	John Baker	Ita	
	R. Johnson	Tur	
1973FO	Steven Ball	Ita	O CanIDA
	Harry Drews	Rus	
1973FQ	David Lagerson	Fra	Pellucidar
1974T	Graham Buckell	Fra	Fifth Column
	David Thomas	Ita	
	David Hoy	Rus	
1974V	Nick Furze	Ita	Fifth Column
1974Y	Richard Scott	Rus	Hannibal
	Pete Swanson	Tur	
1974Z	Larry Norton	Fra	Liberterranean
1974AP	D. Ihermitte	Eng	Vervigern
1974AL	D. Rodericks	Ita	Chimera
1974AP	John Coombe	Fra	Comet
1974AQ	Edward Morgan	Ger	Comet
1974AY	R. Beasecker	Aus	hoast
	Douglas Dick	Eng	
	Lowell White	Fra	
	R. Wartenberg	Tur	
1974ED	Tony Ball	Ita	Mad Policy
1974BG	Edwin Godfrey	Eng	Pendulum
1974EA	Tim Roberts	Aus	Pillbuster
1974CE	David Hertz	Rus	M. Gazette

Everything #25			
B.N.	Winner	Cty	Zine
1972AG	Mike Rocamora	Rus	Y. Chronicle
1972BY	Robert Eisen	Ger	Atlantis
1972EP	Steve Brooks	Fra	ADAG
1972FH	Clay McCuistion	Eng	E. Empire
	Bob Riepl	Fra	
	John DePrisco	Ita	
	Paul Wood	Tur	
1973DT	Ron Kelly	Eng	Pellucidar
	John Stevens	Ita	
	John Weswig	Tur	
1973DY	John Boyer	Eng	The Pouch
1973EE	Peter Foxton	Eng	Dolchstoss

1973GB	Richard Sharp	Ger	Bellicus
	Andy Holborn	Ita	
1973GI	Pete Swanson	Fra	Mad Policy
1973GL	Pete Birks	Tur	1901...
1973HH	Howard Mahler	Fra	Warlord
1974AW	Eric Verheiden	Aus	Obsession
	Thomas Hubbard	Ger	
	Henry Kelley	Ita	
	B. Chamberlain	Rus	
1974EF	Roland Prevot	Ger	1901...
1974CV	R. Wartenberg	Eng	Claw & Fang
1974DI	R. Sargent	Fra	Comet
	David Tule	Ger	
1974DT	Eddie Horsup	Aus	Pillbuster
	Bruce Little	Fra	
	Jim Roberts	Ger	
	Bob Denton	Tur	
1974FJ	Steve McLendon	Aus	Dorsai
	Terry Lachcik	Fra	
	Steve Peluso	Ger	
1974GD	Paul Thomas	Aus	M. Gazette
1974GN	Patricia Eitron	Ita	Brainwave
	Harry Drews	Rus	
1974IH	J. H. Fleming	Ita	Warrior
1975F	Fred Bolin	Ita	Liberterranean

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DEMONSTRATION GAME NO. 5

THE ROSE AMONG THE THORNS GAME -- 1975A

Reprinted from HA #180 - 186

LABORKOID AND ROCAMORA RAT STALEMATED? Spring 1909

AUSTRIA: (Lakofka)	A Liv S RUSSIAN A Mos-StP, A Mun-Ruh, A Sil-Mun, A Ber S A Sil-Mun, A Pie-Tus, A Tyr-Pie, A Tri-Ven, F Rom-Tyr, F Ion S F Rom-Tyr, A Nap H
ENGLAND: (Rocamora)	F StP(nc) H/r/(Ear, d), F Liv-Nat, F Edi-Nwg, A Lon-Nwy, F Nth C A Lon-Nwy, A Hol-Ruh, A Bur S A Hol-Ruh, A Kie S A Hol-Ruh, F Den-Bal, A Mar-Pie, F Wes-Lyo, F Tun S ITALIAN F Tyr
ITALY: (Birsan)	F Tyr H
RUSSIA: (Pitsch)	A Mos-StP, A Pru H, A Boh S AUSTRIAN A Mun (nso), F Sev-Bla
TURKEY: (Beyerlein, Marie)	A Bul H, F Con-Bla, F Aeg S AUSTRIAN F Ion, F Smy-Eas

LINES HARDEN AS ANONYMOUS COMBATANT REFUSES TO THROW IN THE TOWEL Fall/Winter 1909

AUSTRIA: (Lakofka)	A Liv S RUSSIAN A StP, A Ber S A Mun, A Mun S A Ber, A Sil S A Mun, A Ven-Pie, A Tyr S A Ven-Pie, A Tus S A Vie-Pie, F Rom S A Tus, A Nap-Apu, F Ion-Nap. Owns: End, Tri, Vie, Gre, Ser, Nap, Rom, Ven, Ber, Mun (10). Constant.
ENGLAND: (Rocamora)	(Su09: F StP(nc) R Bar) A Nwy-StP, F Bar S A Nwy-StP, F Bal-Liv, F Nth-Den, F Nwg-Nth, F Nat-Mid, A Bur-Mun, A Ruh S A Kie, A Kie S A Bur-Mun, A Mar-Spa, F Lyo-Pie, F Tun S ITALIAN F Tyr. Owns: Edi, Liv, Lon, Bel, Mol, Den, Nwy, Sve, Bra, Mar, Par, Kie, StP, Tun, Spa (15). Builds A Edi, A Lon, F Liv.
ITALY: (Birsan)	F Tyr S ENGLISH F Lyo-Tus (nso). Owns: Por, Spa (1). Constant.
RUSSIA: (Pitsch)	A StP S AUSTRIAN A Liv (R Mos), A Pru S AUSTRIAN A Ber, A Boh S AUSTRIAN A Mun, F Sev-Bla. Owns: Mos, Sev, War, Rum (4). Constant.
TURKEY: (Beyerlein, Marie)	F Eas-Ion, F Aeg S F Eas-Ion, A Bul H, F Con-Bla. Owns: Ank, Con, Smy, Bul (4). Constant.

CONSTANTINOPLE (VIA MOSCOW): Duckpits was somewhat wary upon receiving an invitation from Dr. Marie. As he opened it, he began reading...

"Please join us at 4:30 PM tonight for milk and cookies, coasters will be provided."

Salivating uncontrollably, Duckpits raced into the den. Seizing his blue suede shoes, he sped out the door. For it was already 4:15.

Proceeding up the walkway, he couldn't help but see the ten-foot flashing neon sign above

the entrance.

"THE BOSS...blink...THE BOSS...blink...THE BOSS..."

"I wonder what that could mean," pondered Duckpits.

As he neared the entrance, he noticed the image of a nude girl carved into the door. Grasping the great knockers, he banged furiously until the door opened.

"We've been expecting you," breathed Dr. B, the alcohol on her breath hitting Duckpits like

STALEMATE LINE?
Spring 1910

AUSTRIA: A Liv H, A Ber S A Mun, A Sil S A Ber, A Mun S A Ber, A Tyr S A Mun, A Pie H,
(Lakofka) A Tus S A Pie, F Rom S A Tus, A Apu-Ven, F Nap S TURKISH F Ion

ENGLAND: A StP H, F Bar S A StP, F Liv-Nat, A Edi H, A Lon H, F Nth-Eng, F Den-Nth,
(Rocamora) F Bal-Den, A Kie H, A Ruh S A Kie, A Spa-Mar, A Bur S A Spa-Mar, F Mid-Wes,
F Lyo S ITALIAN F Tyr, F Tun S ITALIAN F Tyr

ITALY: F Tyr H
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Ber, A Boh S AUSTRIAN A Mun, F Sev-Bla
(Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla
(Beyerlein, Marie)

DRAW VOTED DOWN
Fall/Winter 1910

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Mun, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap H. Ows: Bud, Tri, Vie, Gre, Ser, Nap, Rom, Ven,
Ber, Mun (10). Constant.

ENGLAND: A StP H, F Bar S A StP, F Nat H, A Edi H, A Lon H, F Eng-Mid, F Nth-Eng, F Den-Nth,
(Rocamora) A Bur-Mun, A Kie S A Bur-Mun, A Ruh S A Kie, A Mar-Pie, F Lyo S ITALIAN F Tyr,
F Tun S ITALIAN F Tyr, F Wes S F Tun. Ows: Edi, Liv, Lon, Bel, Hol, Den, Nwy, Swe, Bre, Mar, Par, Kie, StP, Spa, Tun (15). Constant.

ITALY: F Tyr H. Ows: Por (1). Constant.
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla.
(Pitsch) Ows: Mos, Sev, War, Rum (4). Constant.

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla. Ows: Ank, Con, Gny, Bul (4). Con-
(Beyerlein, Marie) stant.

a cold slap in the face.

"I needed that," recoiled Duckpits nearly losing his baggy pants.

Dr. B led him to the living room. As Duckpits sat down, he saw Marie turn and snap her fingers. An instant later, a dishevelled figure sidled in and inquired meekly, "Yes, dear?"

"I'll have another gin gimlet and bring some cookies and milk for our guest," she answered gruffly.

"Yes, dear," and the emasculated servant departed.

"Gee, ah, Mr. B has sure changed," began Duckpits.

"Never mind HIM," Dr. B replied sourly, "I have called you here to tell you of my recent promotion to the head of the science academy."

"Yeah, I saw the sign," sighed Duckpits.

"CIRCUMSTANCES swept away the others," she cackled, and then guzzled the rest of her gimlet.

"BLAST YOU, POKEY, WHERE'S MY DRINK?" she suddenly bellowed. A flurry of footsteps later, Mr. B appeared, panting and with the refreshments. After distributing the beverages, he seemed to evaporate as if he were never there.

"C'mere," motioned Dr. B, "I'm gonna letcha

innon little shecret." Dr. B moved so close to him that he could almost hear her stomach growl.

"They wone get ME, noshiree, I'm gonna teach'em a thing or two," she whispered.

Duckpits swallowed heavily. He was wondering what to do. Fortunately, Dr. B made the next move. She bolted her drink. Suddenly her eyes were gleaming and her face was all aglow. Then she revved up for a chorus of "Red Hot Mama." Parading around the room, she searched for some baritone in her soprano voice.

Duckpits realized that the moment to act was now. Kicking off his shoes, he darted to the stereo and played "Jailhouse Rock." Dr. B was stunned. She wheeled around and seconds later they were both jitterbugging furiously. When the record rejected, Dr. B flopped onto the couch.

"Now," she purred.

Duckpits smiled. He walked over to the table and lifted his glass from the newspaper. He carefully finished the milk and then lifted some cookies from the platter. He turned and threw them to the puzzled, prone female.

"These are the only cookies I'll toss here," he grinned triumphantly and left.

GAME SLOGS ON.....
Spring 1911

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Mun, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap H

ENGLAND: A StP-Fin, F Bar-StP(nc), A Edi-Nwy, F Nth C A Edi-Nwy, F Nat H, A Lon H, A Bur-
(Rocamora) Mun, A Kie S A Bur-Mun, A Ruh S A Kie, A Mar-Pie, F Mid-Naf, F Eng-Mid, F Lyo S
ITALIAN F Tyr, F Tun S ITALIAN F Tyr, F Wes S F Tun

ITALY: F Tyr H
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla
(Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla
(Beyerlein,
Marie)

DRAW VOTED DOWN AGAIN!
Fall/Winter 1911

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Mun, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap H. Owns: Bud, Tri, Vie, Gre, Ser, Nap, Rom, Ven,
Ber, Mun (10). Constant.

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Fin-Swe, A Bur-Mun, A Kie S A Bur-Mun, A Ruh
(Rocamora) S A Kie, A Mar H, A Lon-Bel, F Nth C A Lon-Bel, F Mid-Spa(sc), F Nat-Mid, F Lyo S
ITALIAN F Tyr, F Tun S ITALIAN F Tyr, F Wes S F Tun, F Naf S F Tun. Owns: Edi,
Liv, Lon, Bel, Hol, Den, Nwy, Swe, Ere, Mar, Far, Kie, StP, Spa, Tun (15). Con-
stant.

ITALY: F Tyr H. Owns: Por (1). Constant.
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla.
(Pitsch) Owns: Mos, Sev, War, Rum (4). Constant.

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla. Owns: Ank, Con, Smy, Bul (4). Con-
(Beyerlein,
Marie) stant.

The sage of Sloven left victoriously with the echo of curses in the distance. About fifty yards past the flashing neon sign the sounds began to subside, with the exception of one last shriek,

"DAMN IT, SHORTY, get me another drink!"

CONSTANTINOPLE: As soon as Duckpits left the house, Dr. B fell into a drunken stupor. On awakening, she realized that he had gone, and she raced out after him. Swinging the door open she noticed that the rude harving was wet. "That's funny," she mused, "it hasn't rained." She drew a deep breath and roared, "HEY, YOU FORGOT YOUR TRENCH COATS!" but in vain: Duckpits had disappeared. She went back into the house, muttering, "Well, I guess I can cross him off my list." As she did so she noted with satisfaction that her phone bill would decrease by 60%.

Dr. B. pondered her next move for a long time. She had tried to seduce every male and Laborkoid within a 2,000 mile radius, and she had been continually rebuffed. Not only was her pride hurt, but she would have to have the place

re-wallpapered for the third time in two months. Now there was only man left for whom she had not made a play...her scouse! Looking up, she saw Douglas regarding her tenderly. "You're on, Shorty," she said.

Some time later, Dr. B awoke to the tangle of fingers lightly stroking the nape of her neck. "How was I?" Douglas asked, softly. Dr. B propped herself up on one elbow, touched Doug's chin, and smiled. "I'll never call you Shorty again," she said and got up and trotted off to find Doug's robe and slippers. When she got back to the room, Douglas was standing in the doorway, rolling her robe and slippers! They started giggling uncontrollably, and fell, laughing, into each other's arms and onto the bear-skin rug.

AND THEY LIVED HAPPILY EVER AFTER!!!!!!

WHATEVER HAPPENED TO BABY JUNE? (VIA BUDA-PEST): "Sing louder, Mikie dear!" came the cry of Yana Rocallionfart from the wings of 3rd rate vaudeville theater. "Keep in time, Lenny and Ed!" she screamed.

"Who let one of da mudders in here?!" "You

can't keep dat chesty broad out. She is sure her brats are going to be 'stars' someday. Why she..." "Look, Brooks, I hired you to be stage manager, not some damn bleeding heart. Get dat broad off da stage!"

"No appreciation of children, you cow," screamed Mrs. Rocalionfart. "Such language in front of the B...A...B...Y!" she said indignant-ly. Baby Mike glared out from beneath his bushy eyebrows at "Uncle Jackov" (what Stephanie Brooks- ie liked to be called). As Jackov approached, Mike aimed a well-placed kick at the baggy pantalooned comic, and delivered it with stunn- ing force and effect. "Mike! Don't kick Un- cle Jackov!" his mother reprimanded in an almost whispering tone. "Last time he didn't get up for almost 3 hours--and he still walks a bit strangely," she added as an aside.

"I want an ice cream, Mommy, I want an ice cream!" "Yes, dear, in a minute. Would Lenny and Edi like one too?" she cooed. "I don't care what they want. I WANT AN ICE CREAM, NOW!" he bellowed.

"God f%\$&# brat," Uncle Jackov roared in a strained falsetto voice from the mudst- floor. Little Edi and Chubby Lenny helped Jack-

ov to his feet and the three of them left the stage for a few beers at the corner bar.

10 years pass--"Sing out, Mikie, faster, Lenny, louder, Edi," Mama called from backstage. Uncle Jackov, who had been courting Mama Roc- alionfart for 10 years (and who had taken to wearing a metal cup for a long time) tried to talk Wally Buchanan into billing the act.

"Look, Jackov," said Wally, "the brat had some talent, 10 years ago, but now he's a gangly, pimpled, obnoxious teenager, and he looks lousy in knickers. His two brothers aren't too bad a team. They are holding him up. I wouldn't..."

"Am I through now, Mommy? I want an ice cream!" came the cry from the stage.

As the ice cream argument went on, Wally Buchanan called the next act onto the stage. "Okay, Pitsch twins, Son and Marie," came a voice from backstage.

Onto the multicolored platform booted the 10-year-old Pitsch twins, singing "Together Wherever We Go." As they continued, Wally called out, "Book'em."

"Book them!" cried Baby Mike. "I'm the star! I'm the one you should book, you labooned- faced creep. Just watch. Oh, let me enter-

WHAT IS ROCAMORA RAT UP TO? Spring 1912

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Mun, A Tyr S A Mun, A Pie H, A Ven S A Pie, A Tus H, F Rom S A Tus, F Nap H

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Swe-Den, A Kis-Hol, A Del-Pic, A Sub-Bel, F Nth-Eng, A Mar-Gas, F Spa(sc)-Mar, A Bur S F Spa(sc)-Mar, F Wes-Tyr, F Iyo S F Wes-Tyr, F Tun S F Wes-Tyr, F Naf S F Tun, F Mid-Wes

ITALY: F Tyr H/a/ (Sirsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla (Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla (Beyerlein, Marie)

HIRSAURON'S LAST UNIT ANNIHILATED Fall/Winter 1912

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Mun, A Tyr S A Mun, A Pie H, A Ven S A Pie, A Tus H, F Rom S A Tus, F Nap H. Owns: Bud, Tri, Vie, Gre, Ser, Nap, Rom, Ven, Ser, Mun (10). Constant.

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Den H, A Hol H, A Bel S A Hol, A Pie S A Bel, F Eng-Mid, A Bur H, A Gas S A Bur, F Mar H, F Tyr H, F Iyo S F Tyr, F Wes S F Tyr, F Tun S F Tyr, F Naf S F Tun. Owns: Mid, Liv, Lon, Del, Hol, Den, Nwy, Swe, Gre, Mar, Par, Kis, StP, Spa, Den (15). Constant.

ITALY: Owns: Ser (1). One unit short. (Sirsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla. Owns: Mos, Sev, War, Rum (4). Constant. (Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla. Owns: Ank, Con, Smy, Bul (4). Constant. (Beyerlein, Marie)

tain you...." Mikie began to sing.

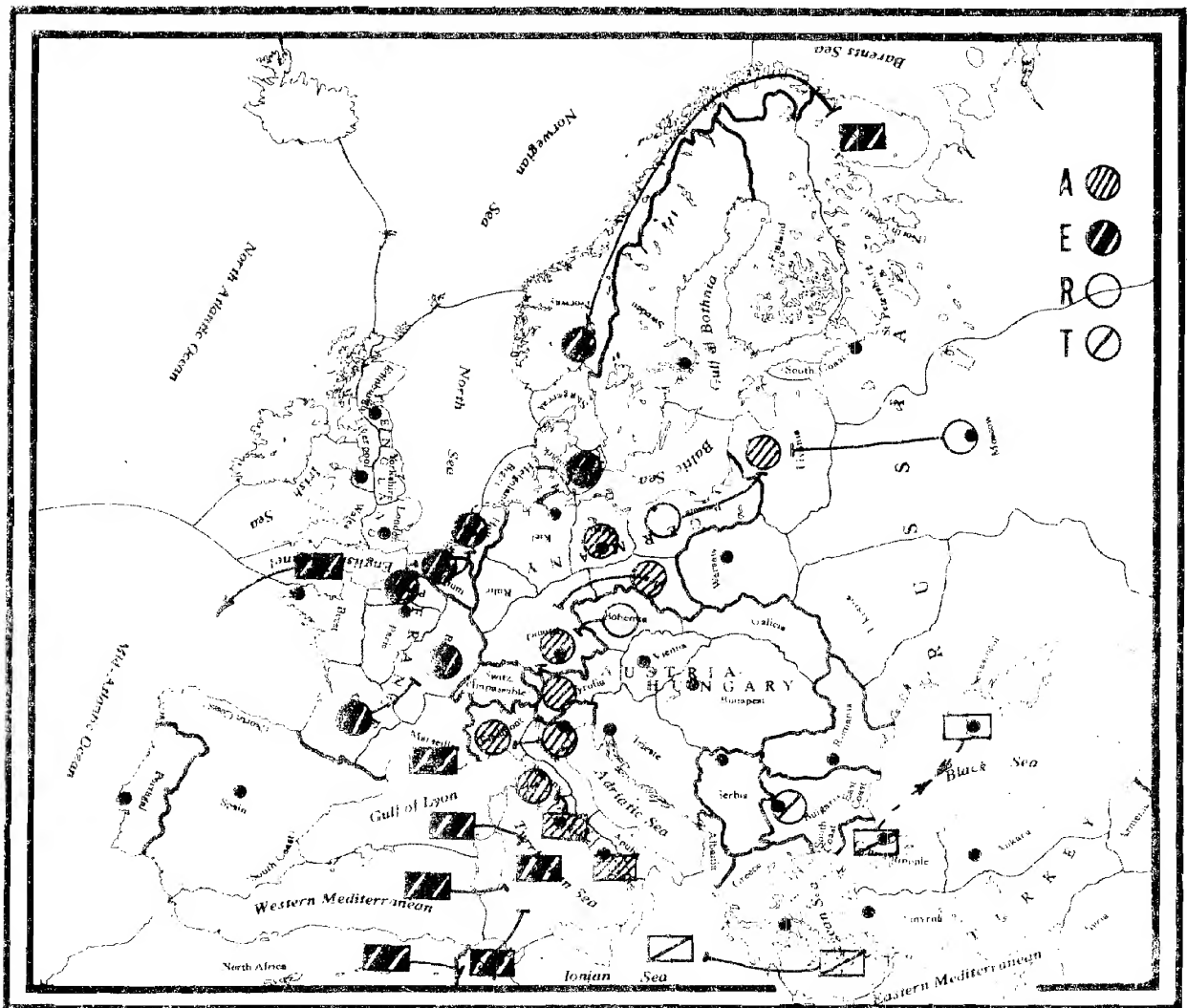
"If only you knew how to..." mumbled Jackov.

WHAT HAPPENED BEHIND THE DOOR? (LONDON)

The soldiers of the invasion had to wait for almost an hour before their leader, Professor Boyer, appeared with the Sultanna at the door to her bedroom. He was looking slightly disheveled but was fully awake, it would seem. He cleared

his throat and spoke, using his most solemn voice, "Men, I have changed my mind about our plans. Marie, er, the Sultanna Maria, has persuaded me after a long and laborious discussion (snickers from the men) that England ought to settle for a draw in the war. It has run far too long and the prospects of an English victory are remote. My dear comrades..." the Professor's voice was breaking with emotion here, "I have decided to change my allegiance to Turkey!"

FALL 1912



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)

ANALYSIS

by Eric Verheiden

1907-08 went more or less as predicted in the last analysis. Turkey turned on England and Edi Birsan's Italy in F07, annihilating IF Aeg in the process. For her trouble, Mrs. Beyerlein received Ful in F08--and of course, a piece of the draw, should it come to that, as now seems very likely indeed.

Steve Brooks' Germany left the game rather abruptly in F08, as England and Austria arranged a temporary truce to that end. In the last analysis, it was stated that he might be taken out, "depending on circumstances." The circumstances that allowed his removal were the almost universal ill feeling against him, caused by his numerous betrayals early in the game, and the fact that England and Austria were able to cooperate in this instance with little risk to themselves.

Lakofka took no chance at all in removing Brooks. All his units were fully supported and besides, he was not to get any larger share of the German pie; in any event, the centers were to go to Rocamora's England. Still, the east had a solid 18 centers, more than enough to stalemate.

For Rocamora's England, the risks were somewhat more severe, but still acceptable. Primary among them was that Lakofka might fail to offer support or even tip off Brooks in advance, leaving Rocamora with an enraged ex-ally with bothersome fleets behind the lines. However, there were a number of reasons against Lakofka considering such a move. First and foremost was the fact that the most likely motivation for such a course would be Lakofka's going for a win. There is no reason to expect that, having turned on Rocamora to prevent him from winning, Mrs. Beyerlein would not do the same thing to Lakofka to keep victory from his grasp. With Lakofka's weakened eastern defenses and the strategic positioning of a Turkish fleet adjacent to the vital Ionian, she could be expected to get her way again.

Victory out, Lakofka's only remaining motivation could be to defeat the west and reduce the size of the draw. Again, it would be dangerous for Mrs. Beyerlein to permit such a thing without her obtaining a substantial portion of the pie--and dangerous for Lakofka to permit that. Even assuming this could be worked out, however, everything would depend on Brooks being permanently estranged from Rocamora and, given his past performance, there would be no reason at all to expect that. On the contrary, the most likely outcome would be an Anglo-German realliance--with provisions to insure Germany's continued survival--resulting in a six-way draw (five without Italy) instead of the five-way draw (four without Italy) which could be had by taking Germany out. So Rocamora had little to fear in disposing of his faithful (or -less)

German ally.

As for Brooks himself, he could have done something, had he seen what was coming. The signs were all there in S08; certainly German units did not require that much defending and with a probable draw coming up, a nasty suspicious mind might very well arrive at certain conclusions. However, at best he might have held Denmark and taken Sweden and, while he might have annoyed Rocamora for a time, in all likelihood he could be eliminated eventually as he could expect little help from Lakofka for the reasons outlined above. Consequently, like Doug Beyerlein in the final season of 1972CR, he might have decided that if Rocamora was against him, there was nothing he could do about it anyway, so he might as well play along.

Other than the temporary truce with Rocamora in the north, Lakofka has played in a very straight-forward manner to set up his stalemate line in concert with Don Pitsch's Russia and his new-found Turkish ally, Marie Beyerlein. The final position is evidently to be something like:

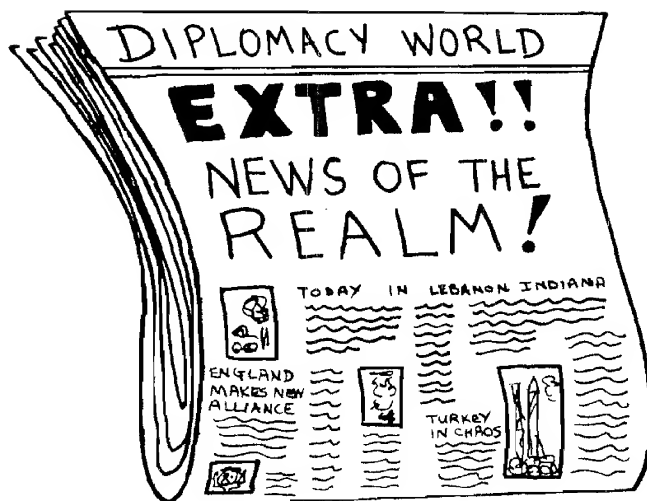
ACS: A Sil S A Mun, A Ven S A Pie, F Rom E
A Tus, A Liv, A Ber, A Mun, A Pie,
A Tus, A Nap, F Ion H
BUS: A Mos A AA Liv, A Pru S AA Ber, A Boh
S AA Mun, F Sev-Bla
TUR: F Aeg A F Eas S AF Ion, A Bul H,
F Con-Bla

About the only criticism which might be made is that Lakofka might have tried F Ion S F Apu-Nap in F 08 instead of saving A Mun to give him a slightly naval position in the Mediterranean. However, the difference is insignificant if, as expected, the draw comes with units in roughly their current positions.

As for Rocamora, the four centers he gained at the end of 1908 look impressive; however, the prospects for him picking up more than two more are slim indeed. In fact, advance indications are that, having supported Rocamora into StP in the fall, the Austro-Russians will faithlessly toss him out again in the spring, though it cannot be held if Rocamora wants it badly enough.

Postscript (1909-12): The preceding was written after publication of the Spring 1909 orders. Since then, things have generally gone more or less as predicted (compare the stalemate line proposed above to the one actually used). Rocamora, despite repeated diplomatic and military initiatives, has thus far been unable to crack the eastern line, none of the eastern players as yet appearing to be another Allan Calhaver in the making (cf. 1973BI).

What then for the future? Birsan's Italy now seeming a trifle weak, his fate can be imagined. Rocamora has another three years to persuade one of the eastern three that he is a sheep in wolf's clothing. Failing that, the game may finally end in the four-way draw which, in all frankness, the game should have ended in long ago.



1. **BOARDMAN NUMBER CUSTODIANS.** Doug and Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) should be contacted by new pubbers so a Boardman Number can be assigned to new regular games. Doug can explain what you need to do to assure that your games will be "regular." He also edits Everything, available from John Weswig (2115 NW Elder St., Corvallis, OR 97330) at 10/\$4. This covers all game statistics.

2. **CEPHEIDS.** This free IDA novice zine is published by Joel Klein, 62-60 99th St., Apt. 1220, Rego Park, NY 11374, for US players, and Robert Correll, 44 Rawlinson Ave., Toronto, Ont., M4P 2M9, for Canadian players. Robert also edits an excellent regular gamezine available from Harry Drews (Box 282, Kitchener, Ont. N2G 3X9) for 8/\$2 (US air 7/\$2, overseas air 6/\$2).

3. **IDA HANDBOOKS.** There are 3 handbooks currently available: The 1974 Player Handbook from John Boyer (117 Garland Dr., Carlisle, PA 17013) at \$3 (\$2 to IDA members), the 1975 Players Handbook from Edi Birsan (#302, 35-35 75th St., Jackson Hgts, NY 11372) at \$2.50 (\$2 to IDA members), and the Publishers Handbook from Len Lakofka (644 W. Briar Pl., Chicago, IL 60657) at \$2.50 (\$2 for IDA members). These handbooks are invaluable for players and publishers alike.

4. **INTERNATIONAL SUBSCRIPTION EXCHANGE.** Edi Birsan (address above) runs the North American end of this service that eliminates the cost of international money orders. Write Edi for details. You might also ask him about the Orphan Game Project now that Greg Warden has apparently stepped down from this post.

5. **OVER THE BOARD.** Buz Eddy (Box 731, Lynnwood, WA 98036) publishes this zine for his Diplomacy Rating Service that rates FTF games. Contact him if you want your FTF games rated.

6. **MIMEO STENCILS.** John Boyer (address above) is willing to pass a bargain on to you so he can go to his new center-stapled Impassable. Only \$70 + postage will get you 480 stencils!

7. **XENOLOGIC.** Larry Peery (Box 8416, San

Diego, CA 92102) asks that you contact him if you are owed money by his IDS. When financial obligations are cleared up, Larry hopes to resume publication of his magazine Xenologic.

8. **CENTURION.** Russell Fox (5160 Donna Ave., Tarzana, CA 91356) uses his gamezine to

WANTED TO BUY OR BORROW

The following zines are missing from the Archives. British zines are listed below separately since I'm having more difficulty acquiring them. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the archives virtually complete.

Adanack 8; Aerlion 1, 3; Alternate Reality 8, 11; Angbad 1-4; Anschluss 30; Anubis 16 on; Attention 1, 46-47; Baltic Gaffer (all); Barfy Blue 2; Barad-dur 1, 5, 40, 5; Bolverk 1, 3, 6; Brainwave 16; Brunus Edwardi 21, 24; Bulletin 2; Calcutta Chronicle 1, 1-2; Carmilla 1, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; The Demons Home 1-2; Domination Games 16-17, 23; Don't Knock the Rock 20-21, 24; Dune 80; Eureka Stockade 9; Evening's Empire 10-12; The Exponent 1, 5; Fallavia 1; Fearful Symmetry 1-2; Flash 1; Foreign Office Report 18; Fredonia 24-25; The Gaming Record "I," "II," III, 1, 3-5; IDA Games Info Bulletin 1, 5; If I, 2; I'm God 2; Infamous 2; Johnus 1, 9; Little Orfan Annie 15-18; Logenbeek 12-13; Mango 13-20; Marsovia 13; Meskin Memos 7-12; Mini Rigot 1; Miskatonic U. 1, 39; Moeshoeshoe 100, 117; Mush 8; Mutant 1, 1-3; New York Knife 2, 4; Norstrilla Notes 25, 27, 29; Phredrick the Great 7; Polaska 1, 5, 8; Pragmatic Sanction (all); Ptarth 10; The Rigot 24-28; R'lyeh 1-2; Rohan 1-2; Ruritania 8, 33; The Siberian 15-19, 24 (The Asian Blab 2, The Greeky Weekly 8-9); Skull & Crossbones 2-3, 5, 8; Spald Jr. 1, 2; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; US Dollars 5, 9; Voice of the North 26; Vortigern 16; Wild 'n Woolly 4; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III--1; Yggdrasil Chronicle 43-44.

Betelgeuse 2, 4; Black Spot -1, 0, 1, 3-4, 17 on; Comet 1-2, 5-19 on; Court Circular -1, 0, 1, 2, 2, 3-13; Depth Charge 10-11; Dolchstoss 1-2, 4; EAOE 1-6 on; Fifth Column 27-28, 31-32; Filibuster 1-11, Frigate 24-25; Game Openings 7b on; Greatest Hits 6; Gumballs 1-7; Hannibal 17, 19-22 on; He's Dead, Jim (all); Hyperion 2 on; Japhidrew 2, 5-6; Jigsaw 1-3; Lemming Express 1-3; Misteimer 1-6 on; The Norns 11, 13, 15; OJ 12-13; Our 'Enry 11, 13-14; Pendulum 6, 8-25 on; Polaris 3, 15-18; Shelob's Lair 3-5, 11, 13; Shenandoah Services 1-7; TFTBF 1, Tarkus 7 on; Trojan Horse 1-3; TUCA 0, 2-6 on; Umma-gumma 2, 4, 7; War Bulletin 2; Who's Where 6-7; Your Albert 1, 3-5.

keep a running zine review for the hobby. This is an invaluable service and all pubbers are urged to trade with him. Subs 11/\$3 (12/\$3 to novices). Russell is also helping Randolph Bart with Book of Stab, a really funny gamezine with 10/\$2 subs (payable to Russell) and \$3 gamefee.

9. EREHWON. Rod Walker (1273 Crest Dr., Encinitas, CA 92024) just called me today and has a rare opportunity for you, i.e. 2 games open at \$8.50 a slot. Erewhon is weird, but funny, and you get to play under a real old-timer.

10. BUMM. Walter Luc Haas (Postfach 7, CH-5024 Basel 24, Switzerland) has opened up several types of international games and should be contacted for details. Walter has done more than anyone for Diplomacy on the Continent.

11. THE LONER. David Holmes (161 A Mincks St., New Hamburg, Ont., N0B 2G0) is offering the services of his zine for orphan games. If your game's been orphaned, here is a fast restart.

12. THE MASTER MACHIAVELLIAN. Michael Ho-meier (238 N. Bowling Green Way, L.A., CA 90049) combines Diplomacy and wargames and wants to start a Kingmaker game. Subs 10/\$2.50.

13. REBUS. Drew McGee (65 Winter Ave., Staten Island, NY 10301) has started quite an attractive new gamezine. Subs are 12/\$3 for this monthly zine and gamefee is only \$1.00.

14. THE PODUNK NEWS. Bob Hartwig (5030 N. 109th St., Longmont, CO 80501) offers free games

of regular Diplomacy and Napoleon's Europe. Only a 12/\$2.00 sub is required. A bargain.

15. THE POUCH. Gil Neiger (Box 4293, Brown U., Providence, RI 02912) still has a regular game open for \$5 or \$1 plus a 10/\$2 sub. Also available are copies of the first anniversary issue at \$2 (\$1.50 to IDA members). It is 78 pages long and full of interesting articles.

16. ZEPPELIN. Laurence J.P. Gillespie (23 Allen Dr., Halifax, N.S. B3M 3G9) edits eastern Canada's only Dippy zine. Subs are 12/\$2 and a Postal Diplomacy Tournament game runs \$6.50.

17. IMLADRAIS. Jeremy Paulson (Apt. C-19, 63-60 98th St., Rego Park, NY 11374) is running one of the many offshoots of the old Pouch. He currently has games open at \$3 plus a 12/\$2 sub.

18. DIPCON IX. As you can see from the ORIGINS II ad, the DipCon will be held with it this year and I expect it to be the best DipCon yet. There will be a 2-round Diplomacy tournament and the IDA General Meeting among other Dippy events. Accommodations will be at the university or at the nearby Holiday Inn.

19. IDA ELECTIONS. Elected officers for 1976 are as follows:

President: Edi Litman
Vice-President/Treasurer: Leonard Lakofka
Ombudsman: John Leeder
Editor: Scott Rosenberg
Membership Secretary: Stephen Tihor

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 Overseas Regional Secretary: Walter Luc Haas

20. IDA OMBUDSMAN: John Leeder (208 Haysboro Cres., SW, Calgary, Alta., T2V 3G3) would like the following recommendations of the IDA Judicial Committee publicized: (1) Editors should assure that their guest GMS follow proper GM procedures, ie, filing orders on receipt, keeping original orders on file for at least one full season after the deadline, and observing the zine house rules, (2) since players who live

near the GM have an advantage in that communications take less time, it is recommended that this advantage not be increased by the GM revealing game results to them by telephone or any means other than the mails, and (3) it's recommended that game results not be revealed by long-distance telephone unless it's evident that they have been delayed in the mails. It is a postal game and players shouldn't be discriminated against due to their financial status.

Lastly, John would like to publicize his new game openings in regular Diplomacy. He is trying an experiment in professional GMing by charging the minimum wage for his time in addition to costs. Resulting fee is 20¢/season plus postage. I recommend John and this concept.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 1 March 1976. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample game-zine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. Rod Walker, 1273 Crest Drive, Encinitas, California 92024 (9½ yrs.*)
2. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (6½ yrs.)
3. Chris Schleicher, PO Box 907F, Wheeling, Illinois 60090 (6 yrs.*)
4. Andrew Phillips, 128 Oliver Street, Daly City, California 94014 (6 yrs.)
5. Herb Barents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464 (4½ yrs.)
6. John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V 3G3 (3½ yrs.)
7. Robert Lipton, Box 1962, Lafayette College, Easton, Pennsylvania 18042 (2½ yrs.)
8. Randolph Bart, 9950 Reseda Boulevard, #13, Northridge, California 91324 (2½ yrs.)
9. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (2 yrs.)
10. Richard Loomis (Flying Buffalo, Inc.), PO Box 1467, Scottsdale, AZ 85252 (1½ yrs.)
11. Gil Neiger, Box 4293, Brown University, Providence, Rhode Island 02912 (1½ yrs.)
12. Ed Kollmer, Box 151, Mahopac, New York 10541 (1½ yrs.)
13. Dave Kadlecsek, Box 802, U. of Santa Clara, Santa Clara, California 95053 (1½ yrs.)
14. Randolph Smith, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (1½ yrs.)
15. Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501 (1½ yrs.)
16. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (1½ yrs.)
17. David Head, Box 1231, Huntsville, Ontario, Canada P0A 1K0 (1½ yrs.)
18. Laurence J.P. Gillespie, 23 Robert Allen Drive, Halifax, N.S., Canada (1½ yrs.)
19. Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505 (1½ yrs.)
20. David Truman, 30 Prince Rupert Avenue, Toronto, Ontario, Canada M6P 2A7 (1½ yrs.)
21. Blair Cusack, 1620-42nd Street, SW, Calgary, Alberta, Canada T3C 1Z5 (1 yr.)
22. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (1 yr.)
23. Roger Oliver, PO Box 452, Denville, New Jersey 07834 (½ yr.)
24. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (½ yr.)
25. William A. Clumm, R. R. #1, Amesville, Ohio 45711 (½ yr.)
26. Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583 (½ yr.)
27. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (½ yr.)
28. Carl Adamec, 528-A Mary Donlon Hall, Ithaca, New York 14853 (½ yr.)
29. Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590 (½ yr.)
30. Charlie Spiegel, 515 York Road, Willow Grove, Philadelphia 19090 (½ yr.)
31. Jeremy Paulson, Apartment C-19, 63-60 98th Street, Rego Park, NY 11374 (½ yr.)
32. Rod Zaccalini, 23861 Park Belmonte, Calabasas, California 91302 (¼ yr.)
33. Paul Girsdansky, Box 4, Springfield Center, New York 13468 (¼ yr.)
34. Dennis Agosta, PO Box 247, Blacksburg, Virginia 24060 (¼ yr.)
35. Drew McGee, 65 Winter Avenue, Staten Island, New York 10301 (0)
36. Robert Sergeant, 2902 St. Paul Street, Indianapolis, Indiana 46203 (0)
37. John Malay, % Chatham Arts, 12 Commerce Street, Chatham, New Jersey 07928 (0)

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